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Falcon vs F-16 Combat Pilot

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Athletic arcade action

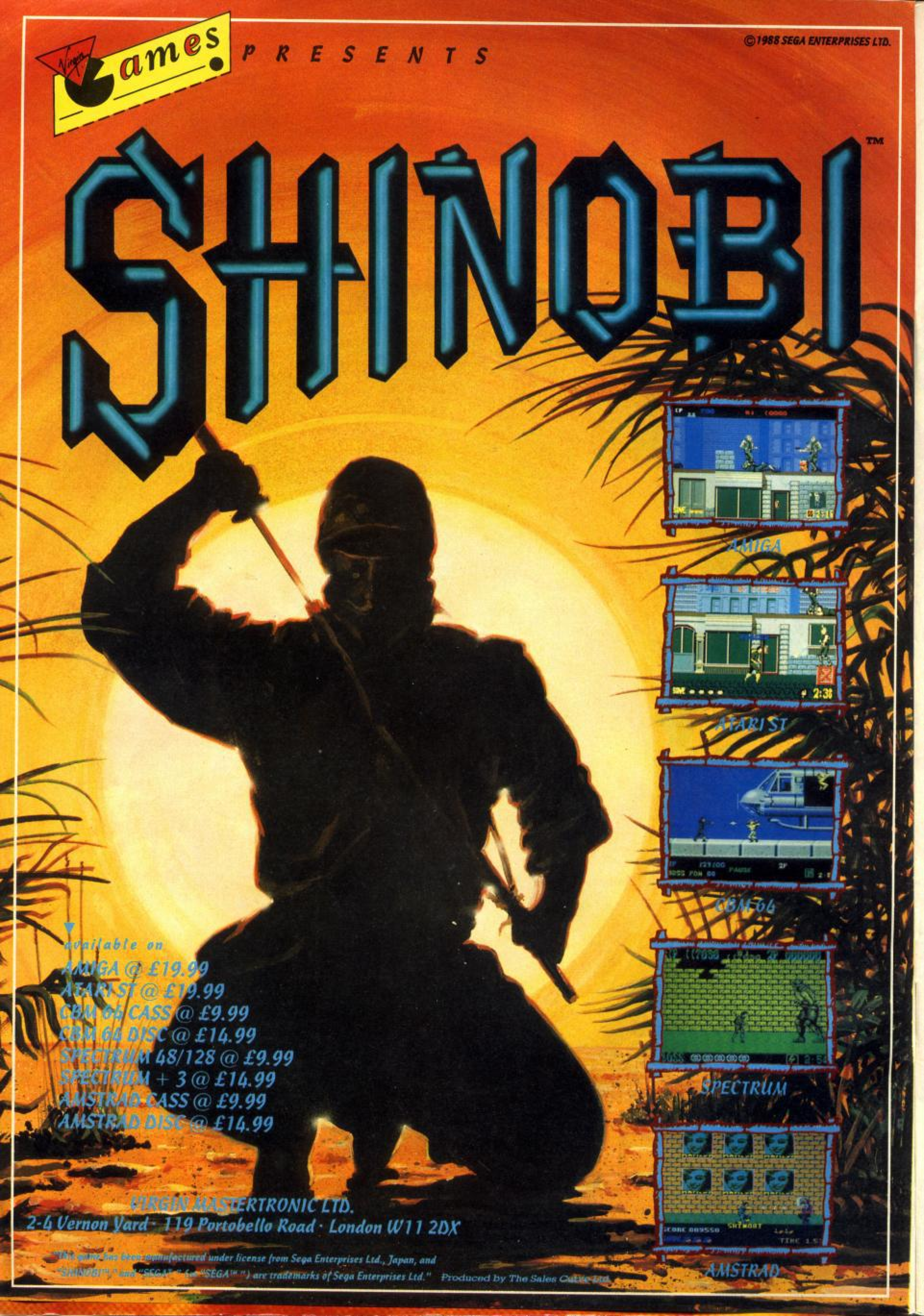
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ZZAP! C64 AMIGA

ISSUE 54 OCTOBER, 1989

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GAMES REVIEWED

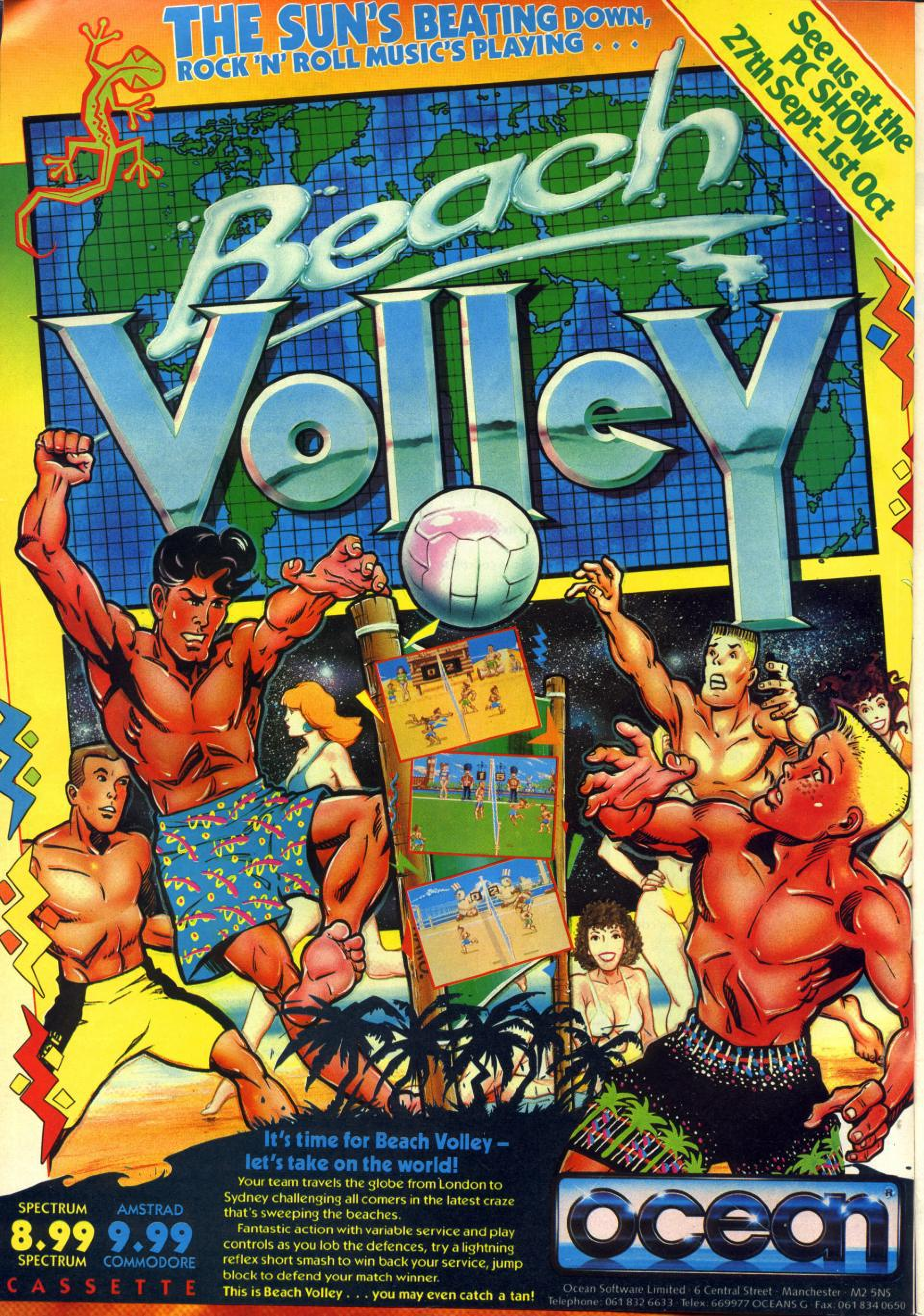
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ABC

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COVER DESIGN & ILLUSTRATION BY OLIVER FREY

NEWSFIELD
A NEWSFIELD PUBLICATION


THE SUN'S BEATING DOWN,
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the WORD

PC SHOW '89 – BRING IN THE TRANSLATORS!

Montbuild, organiser of the annual PC Show, to be held at the Earl's Court Exhibition Centre for the second year running, is boasting a record overseas attendance at the jamboree for all things computing.

The show, which will run this year from 27th September to 1st October (the first three days open to members of the trade only), is regarded by many foreign companies as THE place to be seen airing your wares at, and this will be echoed when some of the top American, European and Far-Eastern firms descend on our shores for the five-day bash.

Included in the line-up, at which a record-busting turnout is anticipated, will be such revered names as *Microstar, Nybble, The Hong Kong Trade and Development Council* (!), *Infogrames* and *Microdigital*. How do you get to meet such an esteemed bunch of chaps? Toddle along to the show, that's how!

WANNA GO TO THE STARS?

Or rather, do you want to become one?

That's the offer which *Broadsword/British Satellite Broadcasting* are touting around at the moment with the imminent launch of their satellite-transmitted sci-fi programme, **The Satellite Game** (see The Word, Issue 50).

The show, which casts the contestant as an intergalactic saviour in the hunt for a world-destroying explosive device, uses the Freescape graphics system devised by *Incentive* to give the player the illusion of 'being there'.

BUT – the show needs teams to take part! And this is where YOU come in. If you want to be in with a chance of TV megastardom as well as winning a prize or two, get together with a couple of friends and write to ***Broadsword Television Productions, Anglia TV, Anglia House, Norwich, NR1 3JG.***

One rule – you must be aged between eleven and sixteen to be considered.

SAY NO MORE, SQUIRE, SAY NO MORE!

'Does she go, eh? Does she go?'

'Sorry, I have absolutely no idea what you're talking about.'

Neither do we, funnily enough. Hardly surprising when you think about it though, the Monty Python team being the way that it is. Mad.

The six-man line-up of (pictured left to right) John Cleese, Terry Gilliam, Terry Jones, Graham Chapman, Michael Palin, and Eric Idle, are to star in a computer game. Scheduled for release later this year (to coincide with 'The Best Of Monty Python' TV compilation), **Monty Python – The Computer Game** will 'retain the original bizarre humour synonymous with Monty Python, while incorporating classic sketches such as The Ministry Of Silly Walks and The Dead Parrot Sketch'.

Production of the game is being left in the capable hands of *Core Design*, and although no price has been set, will probably retail at the £10 (64)/£20 (Amiga) mark.

'Your wife, does she like photography?'

'What, holiday snaps?'

'Could be, could be.'

'Well, yes.'

'Wicked! Yer wicked!'



LORDS OF THE DUNGEON – THALAMUS STYLE!

Keep your eyelids peeled firmly back over the next few months – Thalamus' latest digital masterpiece is underway.

Sharla is the title, it's to be released on both 64 and Amiga and it's a hybrid of the game styles of **Lords of Midnight** and **Dungeon Master**. I've seen a very early version of the game (see screenshot) and was marginally impressed, to say the least.

Whether the programmer can include all the features he'd like to (32,000 views from each direction, sleep option, 512 totally interactive characters, etc) we'll have to wait and see. We'll be following **Sharla**'s progress as it develops. Just don't close your eyes, that's all.



THE FILM-PLANNER FROM HELL IS CONVERTED!

Unsung hero of Newsfield Publications, film-planner *Robb 'The Rev' Hamilton*, is unplugging his light table at the end of the month to follow a life of religious virtue.

The man of portly frame and God-like intentions brought a touch of faith into an otherwise satanic Film-Planning department during his thirteen-month stint with us, and his departure will be a sad, sad day for his friends and colleagues.

Come on everybody, say a prayer for the lad – he needs his flock around him at a time like this! As always, Robb has the last Word (and I promise not to botch it this time! Robb).

OI! WOTS THAT RAND GADGEE DOIN' 'ERE?



The COBRA

The Stick With The KILLER BITE!



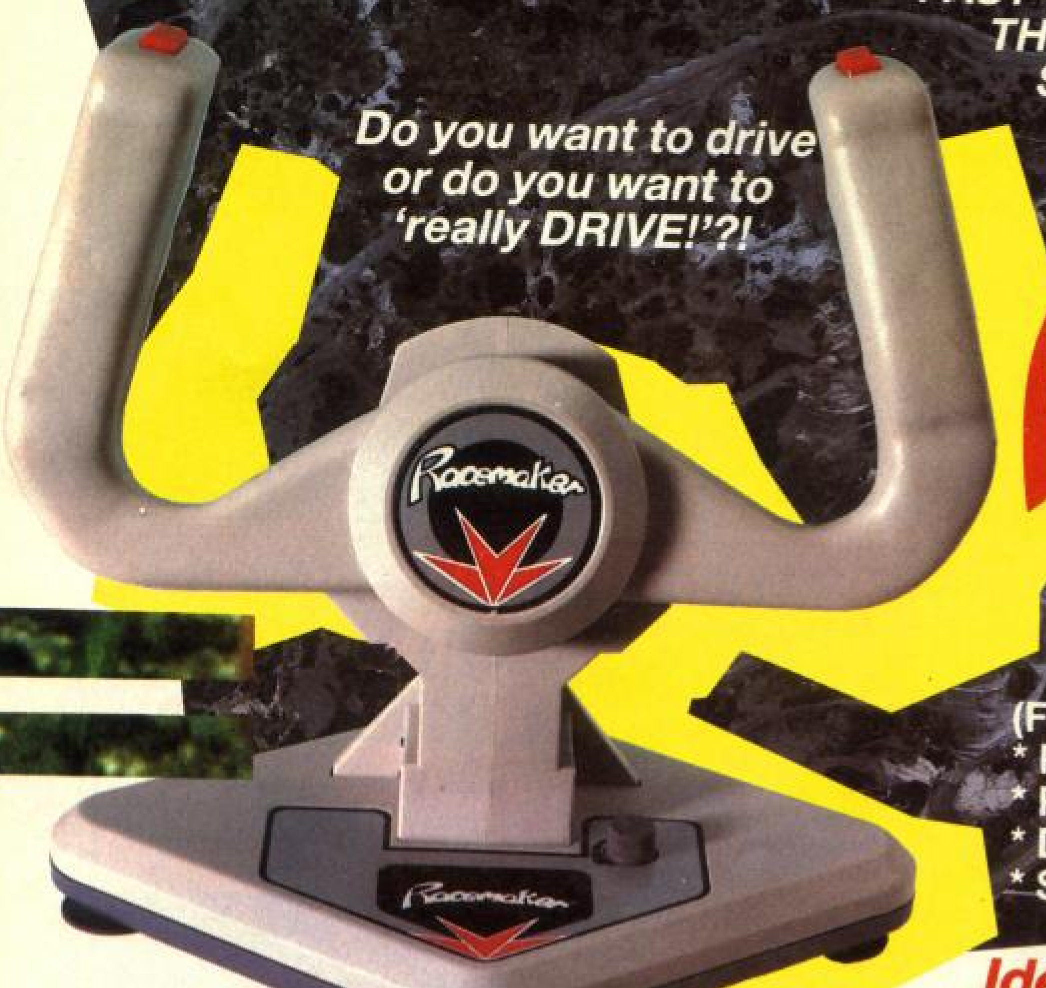
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FIRST STRIKE

64

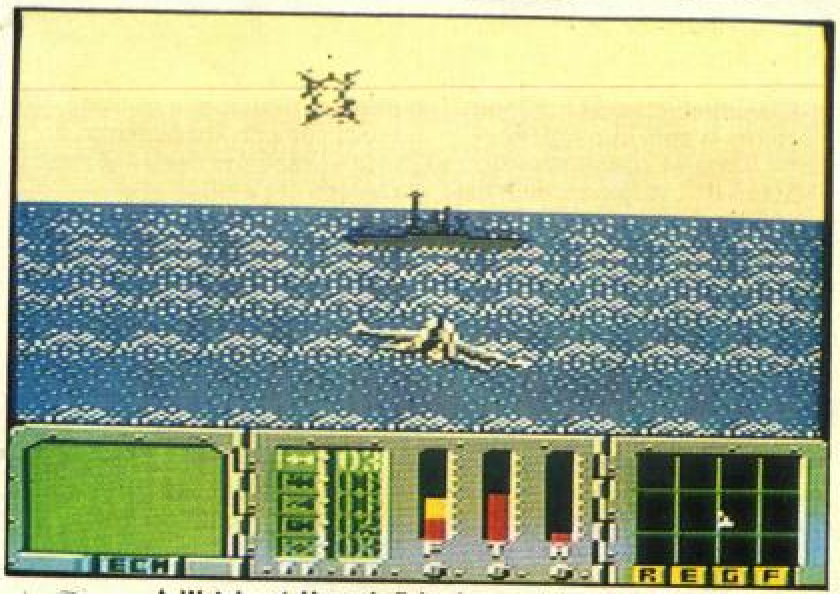
Elite, C64 £9.99 cassette, £11.99 disk

The world situation is getting worse by the minute. The enemy is mobilising his land forces, subs are patrolling your coastline and the air force is on red alert. Political higher-ups have decided to go ahead with a first strike and beat the enemy to it. It may start a war, it may prevent one – you're not one to ask questions, you're only an F-16 pilot with a job to do.

Eight possible missions have been lined up for your tour of duty; nuclear subs in the Black Sea, a chemical plant in Libya, stealth aircraft bases in Russia and nuclear power stations in the Middle East are some of the targets on offer. If you're not too sure of your skills there's always the training mission with dummy forces to blow away.

Choose your mission from the duty roster and pick an appropriate mix of weapons. Mavericks and bombs are great for attacks on tanks and naval targets but don't forget Sidewinders for the MiGs and choppers. Cannons are good for all baddies. Going on a long flight sir? We've got a big new fuel tank for you, though it means leaving behind an ECM system. If you take hits by flak, anything from your engines to your fuel tank can be knocked out. Best to afterburn your way through to avoid any of these problems.

The missions are all pretty long, so you'll have to land at a base before and after you hit the target. Complete the mission and it's eliminated from the hit list, allowing you to pick one of the others.



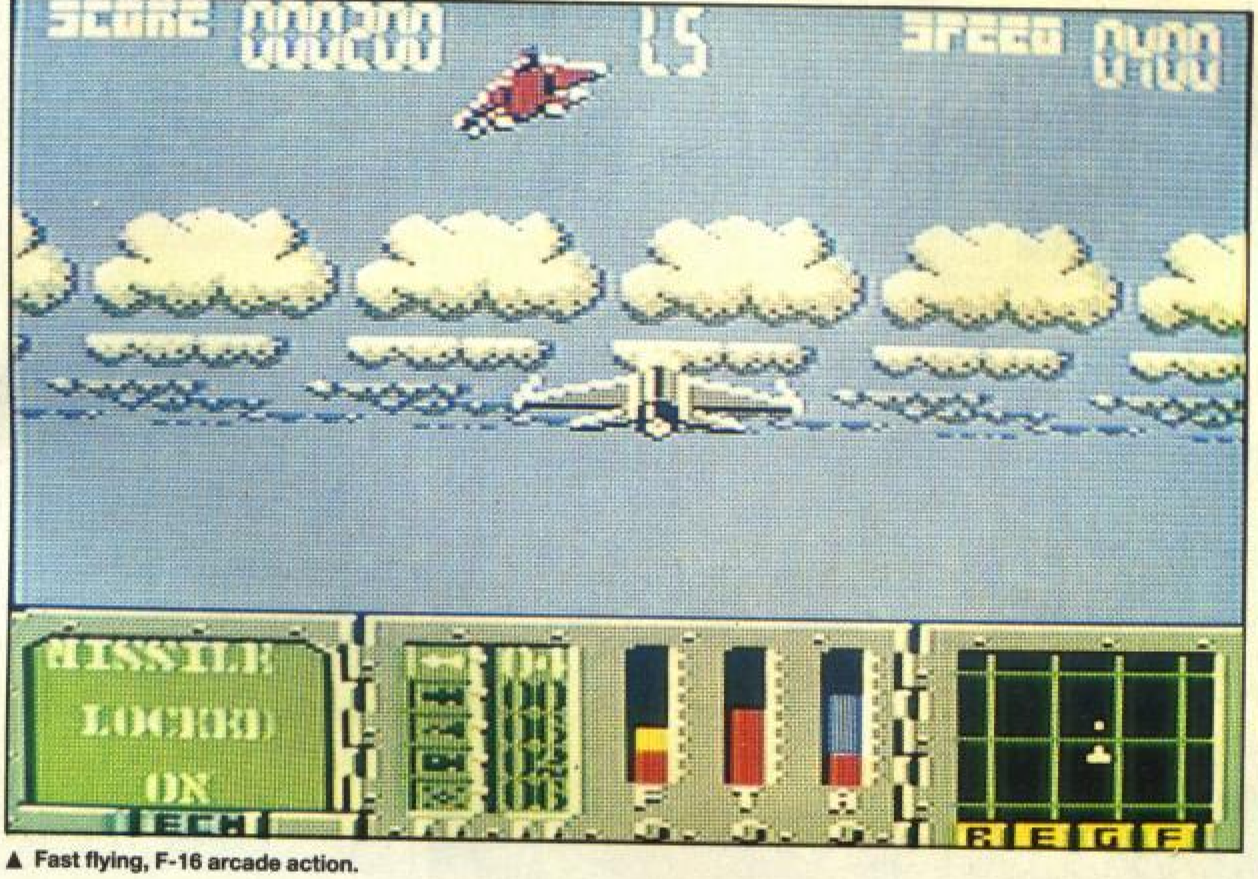
▲ Watch out, Hoggy's flying low again!.



Without doubt this is the most technically impressive arcade flying games around, rocketing low over the desert knocks the spots off Amiga **Afterburner**. Sound FX provide the required amount of explosions and engine roar, but it's gameplay that's the question. The selection of weapons doesn't add that much to somewhat repetitive dodge-and-shoot gameplay. A good arcade game then, but lacking variety for heavy duty home play in my opinion.



Anything with planes in it gets my vote immediately and **First Strike** is everything **Afterburner** should have been with a lot more to boot. The graphic effect is stunning as oceans, forest, deserts and more flash past at one hell of a speed. The enemy sprites are well defined (the MiGs look and move realistically), the main sprite looks really good and there are some very neat graphic touches throughout – the landing sequence is amazingly smooth. The eight missions are not at all easy, especially the longer ones where weapons have to be sacrificed for fuel. The system of an ongoing battle through the missions is a nice touch but it's the combination of **Afterburner**-paced action and mission tactics that makes it for me. Very fast-paced aerial combat – I love it!



▲ Fast flying, F-16 arcade action.

amiga

No plans for an Amiga game.

update

PRESENTATION 73%
Authentic mission selection screens but drab title screen. The fact that it's all one load helps enormously.

GRAPHICS 86%
Superbly executed, extremely fast 3-D layered graphics with considerable variety in the landscapes and enemy targets.

SOUND 74%
Rousing title track with effective, rather than impressive, blasting and exploding aurals.

HOOKABILITY 74%
Easy enough to get into with instant arcade action drawing you in.

LASTABILITY 73%
A large variety of tactics to be employed but the eight tough missions are ultimately repetitive.

OVERALL 80%
Technically impressive, fast-paced aerial action which arcade fans will love

THUNDERBIRDS

C64 A

Grandslam, C64 £9.99 cassette, £14.99 disk; Amiga £24.99

It's 2063 and Gerry Anderson's most popular supermarionated puppets are GO! The super-rich Tracy family live on a Pacific Island apparently doing nothing but getting a sun tan. But as all fans know, the truth is very different. Hidden beneath the island is the underground base of International Rescue. Retired industrialist Jeff Tracy and genius scientist Horatio Hackenback III (AKA Brains) have constructed five Thunderbirds for Jeff's sons; Alan, Gordon, John, Virgil and Scott.

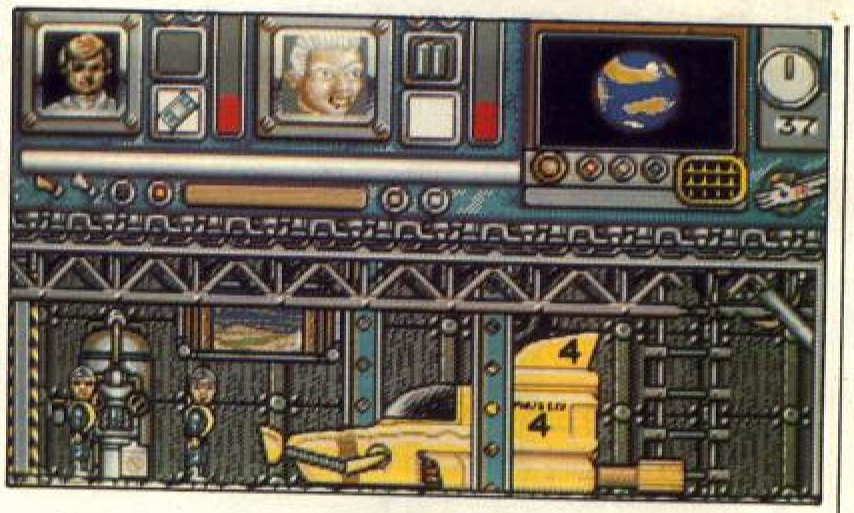
The latest mission for Thunderbirds is split into four sections, separate games really, with the C64 versions each taking up the side of a tape. If you complete a section a password for the next is given.

The first section takes place in the Santa Peuablo Mine where two miners are stranded below the surface. Brains has dug into the bottom of the mine with the Mole, while Alan has arrived at the surface. They must first repair a broken water pump, then find the miners and attach a grab to allow Virgil to lift them out with Thunderbird 2.

In the second part, Alan and Gordon are sent to shut down the nuclear reactor of a crashed submarine. While on the mission fragments of a limpet mine are found. In the next section International Rescue's British agents, Lady Penelope and Parker, attempt to find out who made it by stealing documents from the Bank of England.

The villain responsible for the mines turns out to be IR's old enemy, the Hood. He has announced that unless he is paid four billion dollars he'll launch a nuclear missile at London. In addition it turns out he has film of the notoriously camera shy IR. The film must be recovered, and the missile disarmed.

Thunderbirds is essentially an arcade/adventure, with the unusual feature of being able to flip between two characters. If either of the characters loses too much energy the mission is aborted.

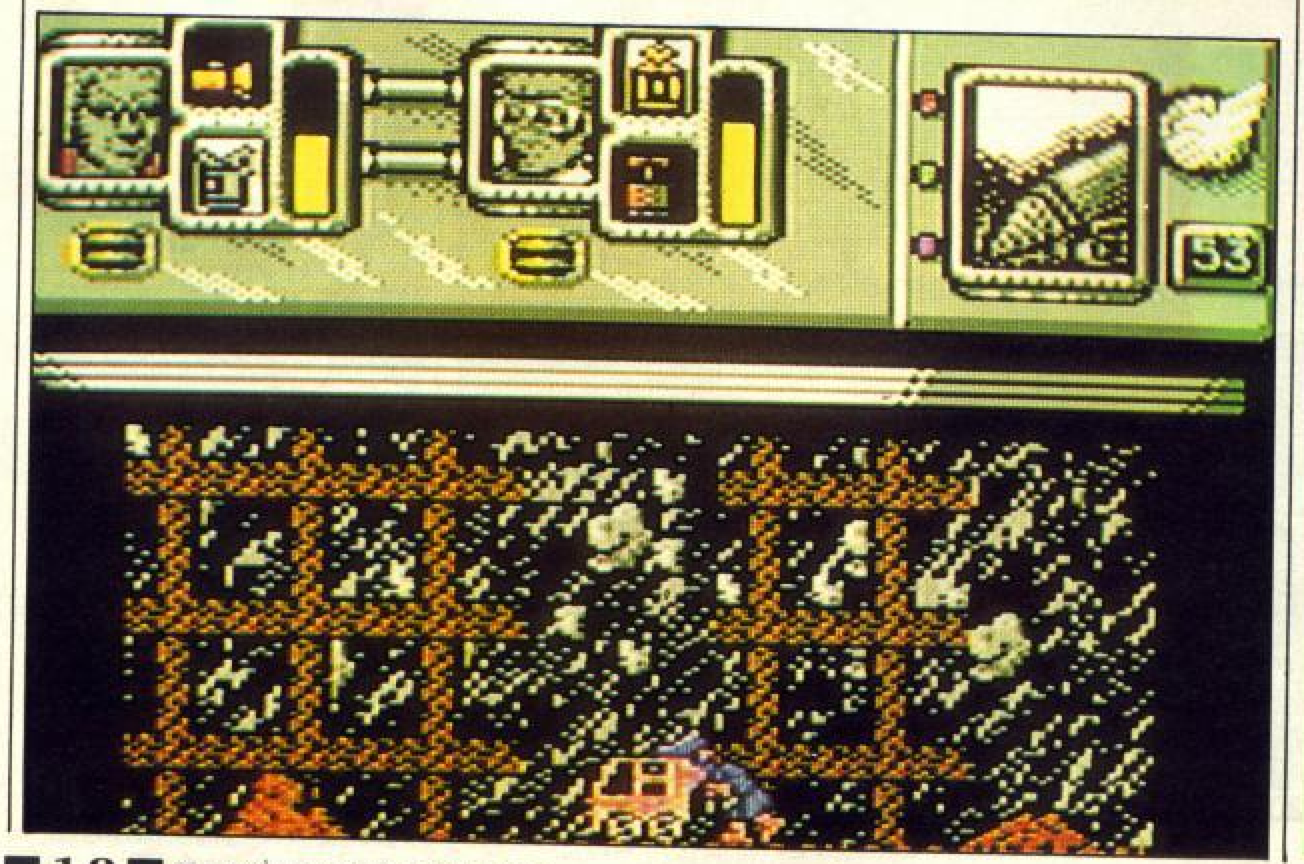




Although it's an arcade/adventure romp **Thunderbirds** is one of the best presented licences I've seen in quite some time. The Amiga's digitised pictures work a treat together with atmospheric speech and a wonderful start up screen, although the slow pace of the characters is disappointing compared with the speedy C64 version. The 8-bit game also benefits from a more colourful graphic style and a continuous tune. But on both machines **Thunderbirds** is an excellent collection of four compelling adventures which should appeal to everyone.



After **UFO** this is my favourite Gerry Anderson series and I'm glad it's finally got a computer game that does it to justice. The arcade/adventure format may seem as dated as Supermarionation, but flipping between two characters adds a surprising amount of playability: the puzzles make schizophrenia a necessity, and are generally very good. Gameplay is virtually identical on both machines, with the C64 game being marginally superior as the characters move around so quickly. On the Amiga they're slower, and the graphics are surprisingly sombre, but some excellent digitized intro sequences help compensate.



amiga

PRESENTATION 94%
Same as the C64 plus excellent, digitized intros.

GRAPHICS 85%
Lots of variety in the backgrounds.

SOUND 67%
Okay FX and intro tune.

HOOKABILITY 72%
The first level's great, but the slowness makes retracing steps from the last go a bit irritating.

LASTABILITY 87%
Plenty of puzzles.

OVERALL 86%
Four great C64 games are given the necessary polish to dazzle on the Amiga too.

64

PRESENTATION 94%
Free stickers, poster, and audio tape.

GRAPHICS 82%
Blocky, but colourful sprites.

SOUND 83%
Okay FX and an excellent theme tune.

HOOKABILITY 84%
Instantly addictive.

LASTABILITY 90%
Four games packed with superb puzzles.

OVERALL 86%
Faithful to the TV series, FAB.



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SIZZLER

64



System 3 C64 £9.99 cassette, £14.99 disk

●Another mammoth game from System 3

The Elephant's Graveyard, like the Holy Grail and the fabled Goolu Tribe, has been sought by explorers for centuries. Its true origins have long been lost in the mists of time but it still remains an elusive prize.

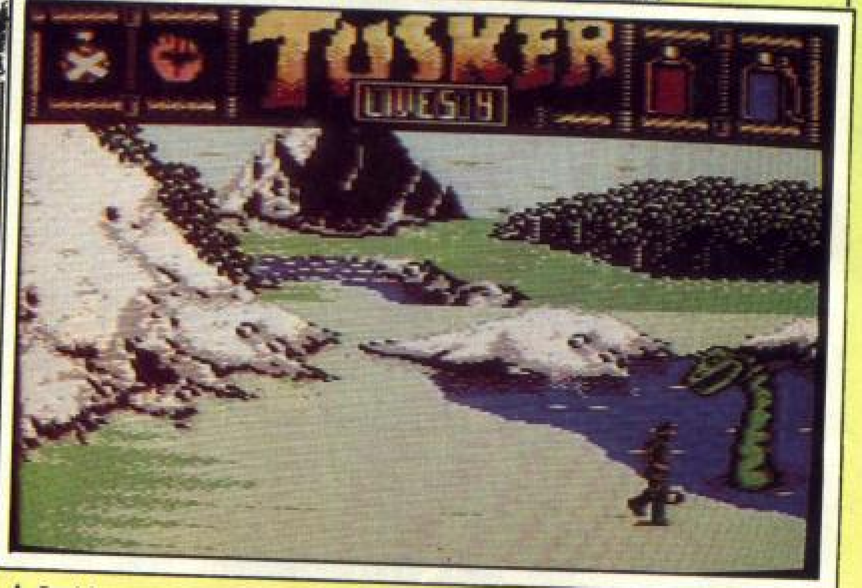
Many an adventurer has searched, and many have suffered a horrid fate on their quest, now it seems Tusker's father has gone the way of all who search. Following the discovery of notes in a chest belonging to his father, Tusker realises that his father was on the trail of this semi-mythical place when he disappeared in Africa. Like father, like son, Tusker is no less intimidated by the deaths of previous explorers and promptly sets off for the Dark Continent.

Tusker's African adventure begins near the edges of a desert, deep in uncivilised territory where rattlesnakes, whirlwinds and dehydration are just some of the dangers. Sword-wielding Arabs guard their camps with a lethal zeal, but picking up the gun and ammunition provides an effective solution to that problem. The main threat in this section however, is the lack of water.

It's almost a relief then, to get into the lush greenery of a nearby bushy jungle. As you'd expect there's lots of wildlife, including crocs, praying mantises, coconut-throwing monkeys, warthogs and giant creatures of a particularly slimy nature.

Breaking through the jungle takes the adventurer into the second load, starting off in a swamp where swamp-'things' await. Keep to the proper trail and you'll soon get firm ground under your feet at a native village. Search the huts for clues and objects to allow you to pass through those mysterious gates in the village square. But why is that Witch Doctor so unfriendly?

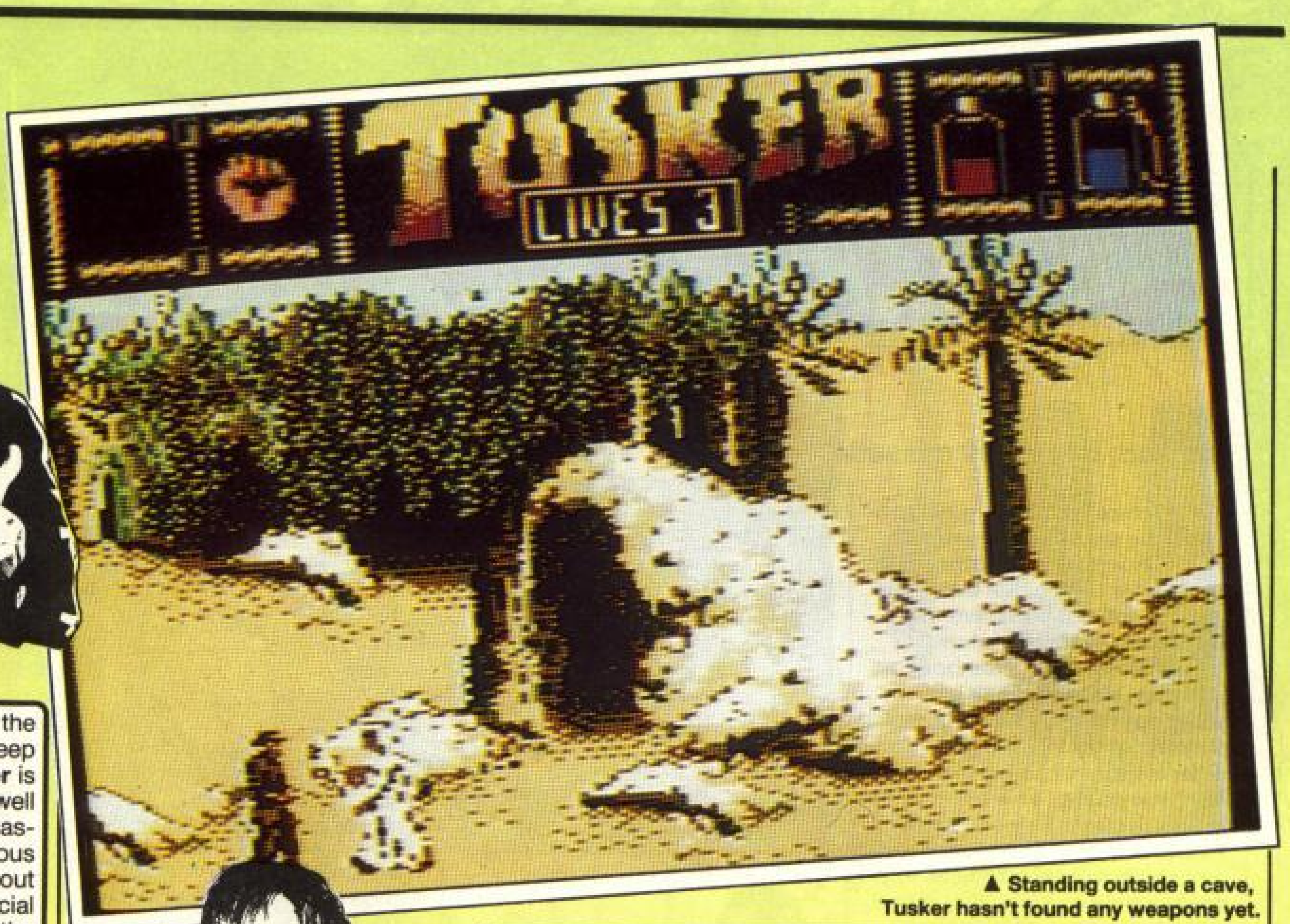
Once through the gate things start to get *really* weird. An icy plateau leads to a primitive jungle where dinosaurs still roam and pterodactyls swoop on intruders. The adventurer *has* to be getting close to the



▲ Cor! A monster in a lake – this'll do the local tourist industry no end of good!

▼ Oh mummy, what's in that sarcophagus?





▲ Standing outside a cave, Tusker hasn't found any weapons yet.



How much longer can the Indiana Jones influence keep creeping into games? **Tusker** is the latest and the best with a well crafted combination of increasingly difficult puzzles and vicious 'B' Movie-style action. Look out for some very neat special effects as well, including the zombies rising from the ground and subsequently falling to pieces when killed, the angry Arabs and the witchdoctor. What made the game for me was the superb shading of the backdrops mixing with equally authentic foreground graphics. The desert looks hot, the jungle has a dark oppressive atmosphere to it, and you can almost imagine the natives beating drums in the village. Indeed the 'drum beat' music gives the game that final polished touch.

Solid arcade adventuring with a wonderful atmosphere to it all, even if it's not totally original in execution.



After the disappointment of **Dominator** System 3 return to the traditional arcade adventure and continue with what they do best. The way Tusker gets water in the desert is a lovely touch (find out how for yourself!). Tusker himself is a sprite with a real rugged look which wouldn't go amiss in an Indy game. The enemy sprites are equally detailed as well and there's some wonderfully black humour – pick up the gun and the Arabs start getting angry with their swords, start *using* the gun and they try to decapitate you! With this and **Thunderbirds** scoring so highly, arcade-adventures seem to be going through a real renaissance. After playing **Tusker** you wonder why they ever went out of fashion.

end. A lost temple sees an end to the Tusker's travels. Within the temple the puzzles begin to increase in lethality with gaping chasms, false walls and moving floors where past explorers are horribly preserved to terrify those who follow. Mummies rule the roost in the stone tombs with man-eating plants and creepers all around. Meet and defeat the final trap (which is astoundingly dangerous) and Tusker may just reach the Elephant's graveyard and his destiny.



▲ Inside the ancient temple – watch out for traps.



I was a little disappointed to see that Tusker didn't have the isometric-style 3-D of **Last Ninja**, but you can still walk into the screen and the tough **Ninja** control system has been dropped, thankfully. **Tusker**'s main attraction however, is the depth of gameplay and the quality of presentation. The sound effects are suitably atmospheric with great 'ethnic' music to accompany the adventuring. The feel of true adventuring and exploring comes to life thanks to a very clever use of subtle backdrops with new regions slowly appearing as the player progresses. Enter a hut and you'll see shields on bamboo walls, while the underground caves have a wonderfully dark, deep atmosphere. The game holds together extremely well with gradually more devious traps – in themselves a reward for solving puzzles – some of which are very, very devious indeed.

amiga

An adventurous Amiga version should be out by the time you read this, priced at £24.99

update

PRESENTATION 84%
Typically polished System 3 packaging.

GRAPHICS 91%
Superbly crafted, varied, colourful and extremely atmospheric backdrops complemented by sprites with a surprising amount of detail to them.

SOUND 87%
Authentic, primitive drum beat music changing with each level.

HOOKABILITY 85%
A true arcade adventure just cannot be resisted with a temptation to explore proving very, very strong indeed.

LASTABILITY 90%
60 screens spread over 33 loads with a great system of tricks and traps becoming ever harder with rewards for progression.

OVERALL 90%

Not quite the norm for System 3 but the depth, challenge and atmosphere that makes for great games is all there.

SKATEBALL

Ubi Soft, C64 £9.99 cassette, £14.99 disk



▼ Aargh! One of the players falls down a hole.

Picture two huge guys racing across an ice rink, knocking each other over as they try to knock a into the other's net and you have Skateball – a more violent, futuristic version of ice hockey.

Play against a human or computer opponent, selecting three players for your team (each has different characteristics). Apart from the goalie, only one player at a time plays for each team. The others are needed for when he gets 'bumped off' by falling down a hole or smashing into a spiky ball or any of the other numerous death traps.

The ice rink scrolls horizontally, and a radar scanner shows the whole rink and the positions of the players. When a team has scored five goals it's onto the next of 99 progressively more dangerous levels. Lose all three men and the game's over, five bonus goals going to your opponent.



The simple go-for-goal action in **Skateball** is initially appealing but ultimately over-simple. Two-player games are most fun but tend to end very quickly as it's too easy for the players to die. With one-player games, the main incentive to play on being to see the later levels which are littered with torturous traps.



I remember playing this on the Spectrum (aaargh!) ages ago so it was quite a surprise that the 64 version has taken so long to appear. Unfortunately it hasn't really been worth the wait. Although retaining a little of the Speccy game's simple playability, it is ruined by some pretty basic graphics: simply animated sprites, bland backgrounds and a far-too-small radar scanner.

PRESENTATION 56%
Dull front end, quite a few playing options though.

GRAPHICS 30%
Messy sprites, bland backgrounds.

SOUND 38%
Simple tune or sparse effects.

HOOKABILITY 48%
Simple gameplay has some immediate appeal . . .

LASTABILITY 36%
. . . but soon gets repetitive.

OVERALL 45%
Badly presented and over-simple.

INTERNATIONAL TEAM SPORTS

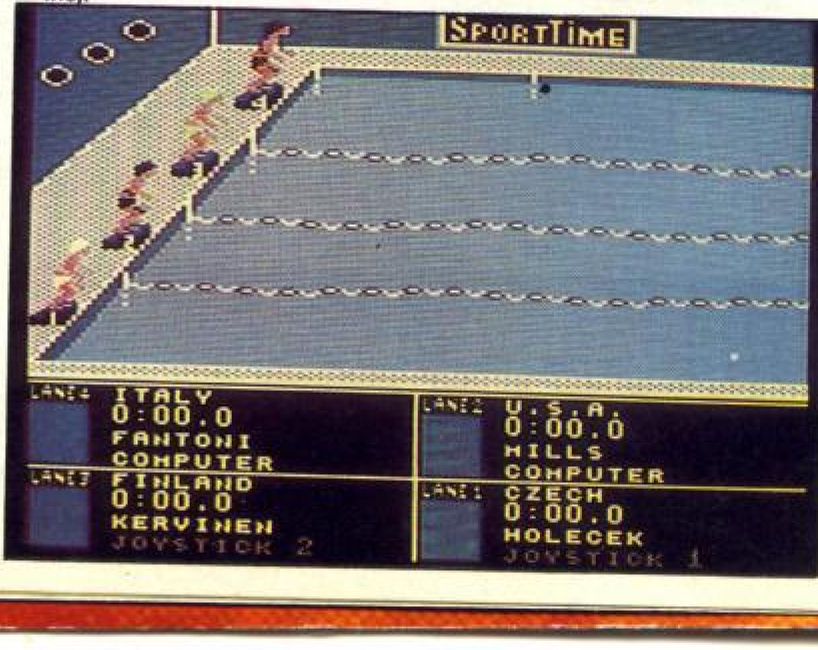
SportTime/Mindscape, C64 £14.99 disk only

The SportTime International Sports Festival comprises five events: Soccer, Water Polo, Volleyball, 4x400m Relay, and Swimming. After selecting the members of your team, you must decide which events to compete in – there's also a practice option.

The rules to all the different events follow the real–life games; for example, in Water Polo the object is to score more goals than your opponent within four quarters of five minutes each (game time).

Once all the games have been played, each of the participating countries compete in the playoffs, with the eight remaining countries (there are 32 to begin with) battling against each other for the coveted Gold, Silver and Bronze medals.

▼ I'd rather do the breast stroke, myself (Double Entendre Captions Inc).





Poor quality characters, in terms of both definition and animation (check out the fatty footballers in the Soccer section!) and flat, unrealistic sound effects are the order of the day. Couple those with some of the most stubborn gameplay ever to surface on a C64 and what are you left with? A lot of money spent on a badly executed program, that's what.



Uurgh. The first thing that struck me about **International Team Sports** is the agonisingly long time each section takes to load from disk. If the waiting doesn't put you off playing though, then the appallingly implemented events most certainly will. Cassette users, think yourselves lucky.

amiga

There are no plans for an Amiga version.

update

PRESENTATION 50%
Nice box and manual, terrible multiload.

GRAPHICS 36%
Poorly defined and animated sprites.

SOUND 29%
Sparse, unrealistic effects.

HOOKABILITY 37%
The players are irritatingly unresponsive.

LASTABILITY 45%
The options help to prolong what little appeal it has.

OVERALL 40%
Nice packaging, shame about the game.


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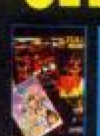
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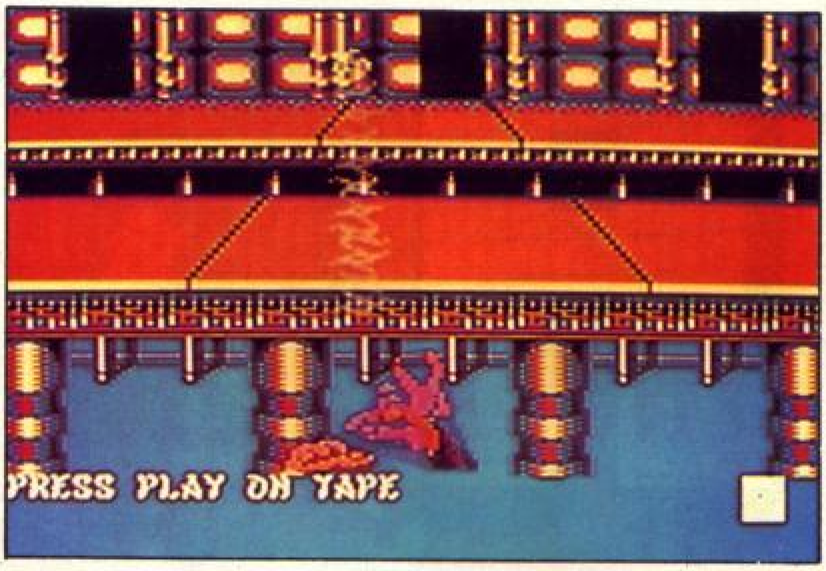
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SHINOBI

64

Virgin, C64 £9.99 cassette, £14.99 disk.



▲ The bonus level: throwing stars at the oncoming Ninja.

Ying tong tiddle-eye-po! It's always the same, isn't it? – go out for a quiet, relaxing stroll through the city streets with yer gal, and some oriental gang crawls out of the woodwork, beats you up and runs off with said female companion. Such is the storyline for the first arcade conversion to appear on the relaunched *Virgin Games* label.

You play the ominous role of a shuriken-wielding but generally charming kinda guy, obviously somewhat upset by the loss of your girlfriend. And what else would a chivalrous dude like yourself do but set out to find her. What follows is screen after screen of out-and-out arcade action taken from the hit Sega coin-op.

You must walk along a horizontally-scrolling street, wiping out the bad guys and collecting new weapons when available. But wait! Yours is not the only pal who has been abducted! for, on each level, are a number of other hostages who require assistance. Most of these are guarded by a booma-sword-wielding fat baddie, who will do his level best to catch you unawares and lop off your vitals when his sword swings back to him.

After every second level you are greeted with the awesome sight of an enormous end-of-stage monster which, after many hits to his most vulnerable bodily area (which you're left to find for yourself) opens the gate to the next street – but not before you are given the chance to tackle a bonus stage; your arm is shown at the bottom of a first-person perspective 3D screen, onto which leap ninja attackers. Take them out with your shurikens before they jump across the three wooden bridges and reach you.

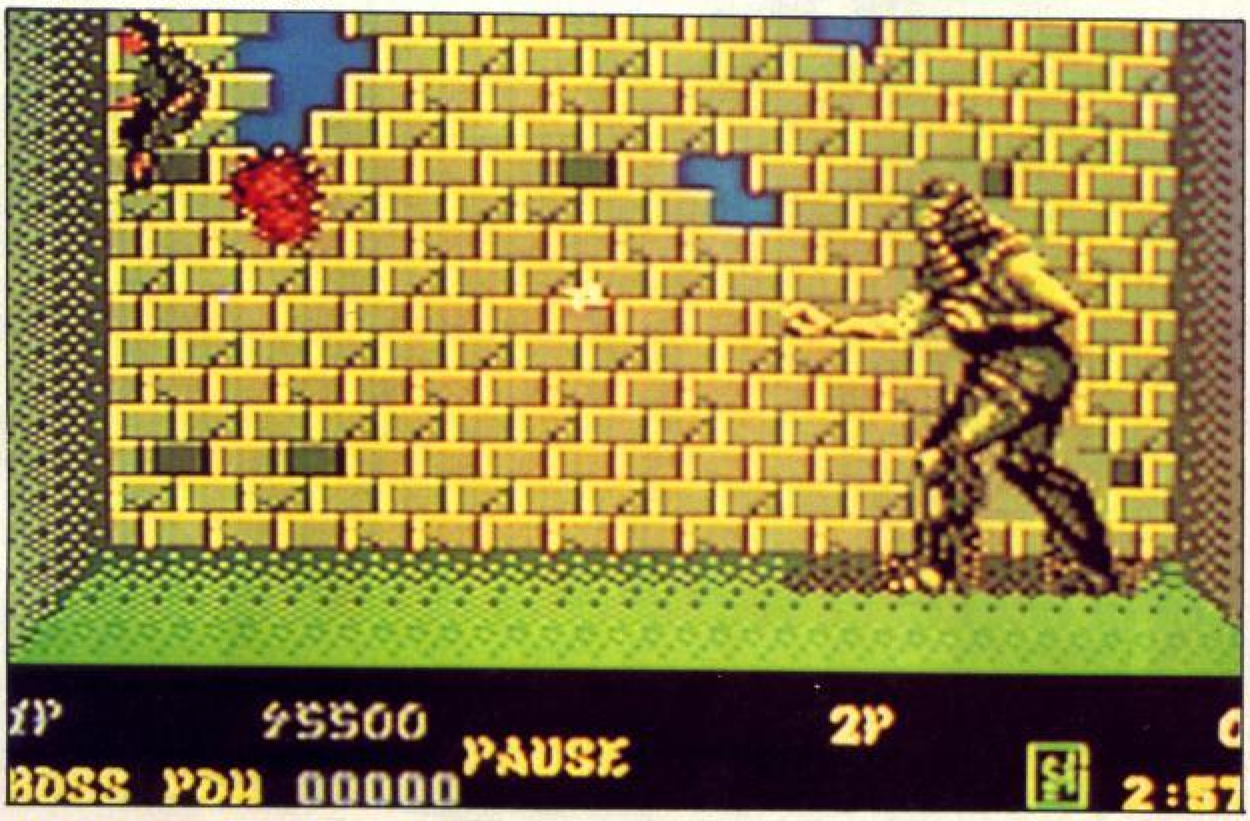


I recall with fond memories standing in the arcade up home, pouring obscene amounts of ten pees into the local **Shinobi** machine – I still do at odd times. So imagine my delight when this conversion appeared on my desk, begging me to load it up. And you know, I'm glad I did, for C64 **Shinobi** is an extremely faithful representation of the original. Every aspect of the game has been packed into the 64 without losing any of its polish – even the sound effects bear a strong resemblance to their coin-op counterparts. and just wait until you see the bonus stage – it's so authentic, at times I believed I was playing the arcade machine! Get this game – it's a bit good.



I was pleasantly surprised when **Shinobi** came in because I hadn't thought much of the original coin-op. The C64 game, by contrast, is superbly presented and highly playable. The skill level is set just right and the end-of-level opponents are some of the best I've seen in a long while. In fact the game is extremely well polished, with Virgin combining good colours with fine graphic detail. My only reservation is that, like the coin-op, there might not be that much variety – although the bonus section is very good. In short an excellent conversion.

▼ Oh crikey, my bottom's on fire! I knew I shouldn't have eaten that chicken vindaloo last night.



amiga

Amiga Shinobi is due out very soon, priced £19.99.

update

PRESENTATION 90%
Nice title screen and two levels per multi-load.

GRAPHICS 89%
Very attractive backgrounds and sprites, good end-of-level monsters.

SOUND 84%
A nice funky tune and good FX.

HOOKABILITY 86%
Immediately playable with good difficult progression.

LASTABILITY 84%
Good use of multi-load provides lots of enemies to bash with tough end-of-level monsters.

OVERALL 86%

A very accurate coin-op conversion with plenty of playability.

SIZZLER



This is great. The feeling of satisfaction when you bang one of the 15 most wanted felons behind bars is immense. Chasing them is certainly tough, whether you're bashing into their car or blasting away with your gun you have to be careful of innocent bystanders. It's really good how you can use donuts to extend your time limit to look for felons, rather than just filling your quota of litter louts. Surviving 32 days on this *Police Academy* police force is one tough task, but I reckon I'm going to persevere until those tough streets are safe for women, children and yes, even hedgehogs!



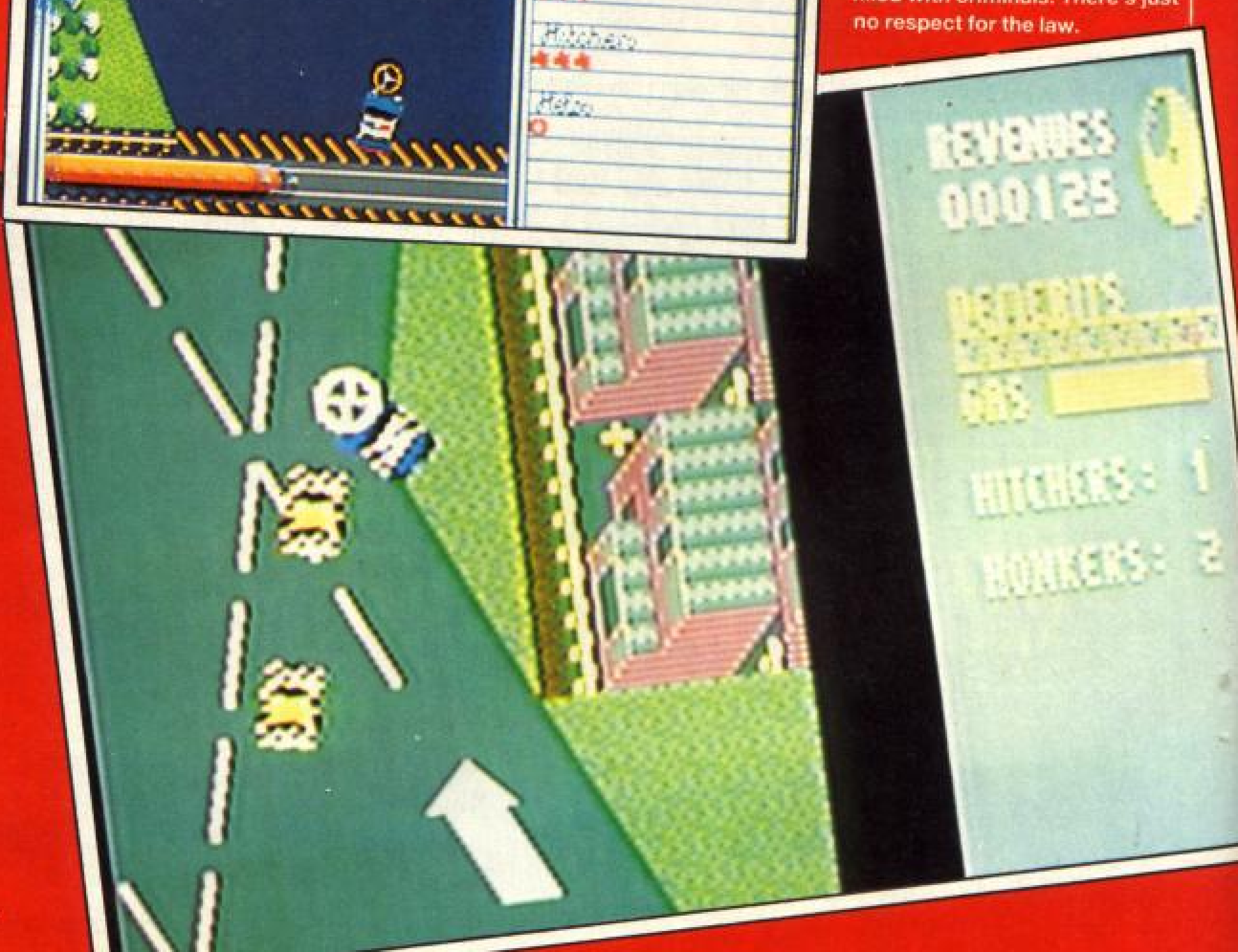
► Over the level crossing, time for a quick doughnut, I think.



Domark, C64 £9.99 cassette, £12.99 disk; Amiga £19.99

● Banish those Hill Street Blues with Tengen

▼ Officer Bob drives down streets filled with criminals. There's just no respect for the law.

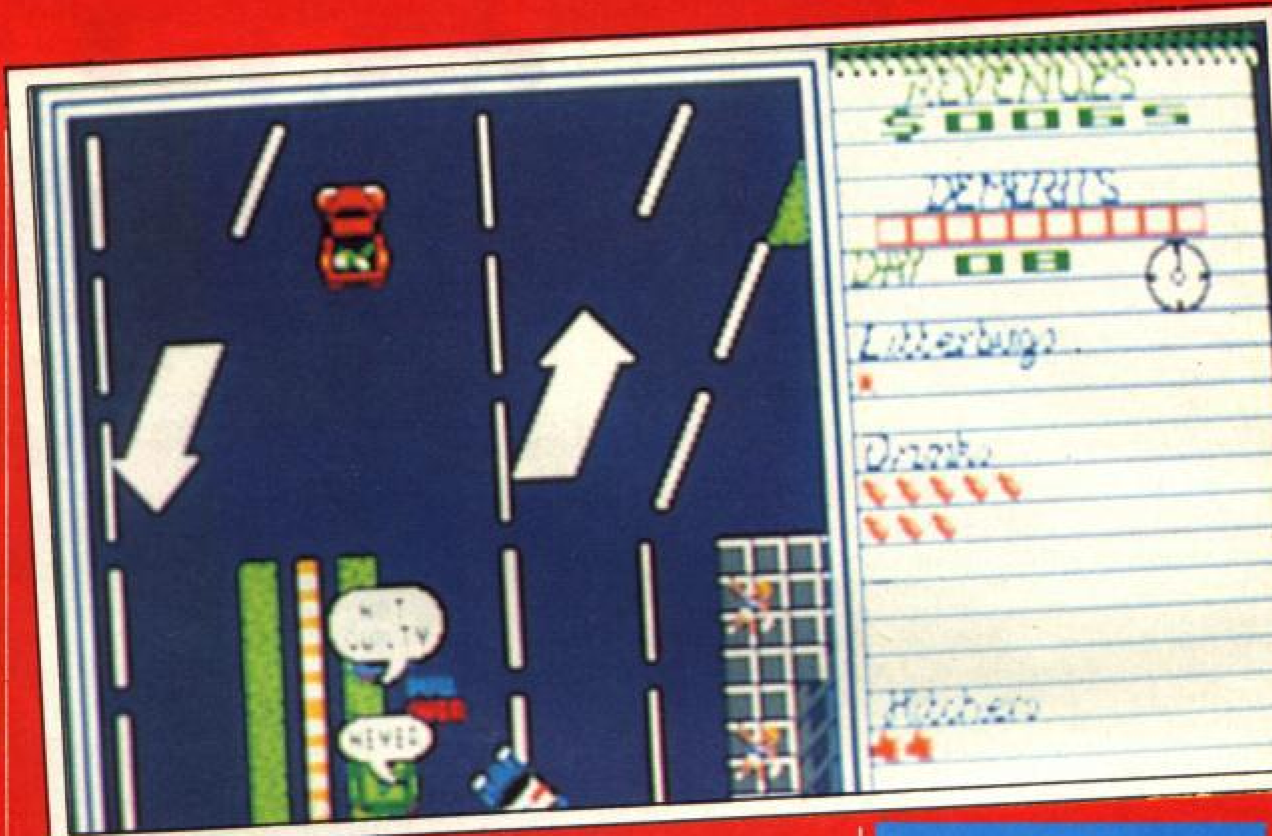


Officer Bob's a friendly sort of chap, but he's also a cop patrolling his beat with some tough arrest quotas to fill for his bonus pay. Everyday Bob gets a new quota, each one bigger than one before. To fill it Bob must arrest a set number of litterbugs, drunks, hitch-hikers and such like. These aren't likely to resist arrest, but to find them you need an eagle eye and a good patrol pattern in a very big city.

Occasionally you'll get an All Points Bulletin which means a criminal a notch above your average lager lout is on the loose. Keep your eyes peeled for a master criminal such as Sid Sniper or Freddy Freak and standby for a fast chase. If you catch the felon it's back to the police station for a spot of interrogation. Needless to say the criminal has the right to a

Tengen coin-ops are always great to play and the conversions of **APB** bring home the humour that really made the coin-op for me. After C64 **Xybots** Tengen have got right back on track with good presentation and strong gameplay – it's great to see that right from the start you've got freedom of movement to explore and pursue two types of objective (quota or APB suspects) at the same time. While the Amiga game has that faithful cartoon look, the 64 game edges ahead with a slightly easier to control car and some excellent car graphics (I personally found the side graphics at times a little dull though). Put this one on your Most Wanted list now!





▲ Bob moves over to arrest another criminal.

lawyer, to remain silent etc . . . but if you can get a confession out of him – before the chief arrives at the cell – you can forget about quotas for the rest of the day! So when the scene switches to the police cell waggle your joystick as fast as possible to shake some sense into the fiend.

While back on the beat you can arrest an offender by touching him (or her) with the Steering Wheel cursor which is fixed just ahead of your police car. Press fire and the siren should force him to pull over. Hardened criminal may ignore the siren for a bit – APB offenders need to be rammed off the road – and later on in the game you'll need a gun to shoot up their cars. But if you shoot an innocent bystander, or crash into a vehicle with the siren off, or fail to meet a quota, then you'll gain a demerit point. Collect enough demerits and you're kicked off the force.

Tracking down all those criminals can get a bit tiring, so why not stop off for a doughnut to extend your time limit? Then there's the money bags which you can pick to boost your revenue, very useful for the Speed Shop where you can buy better brakes, radar, turbocharge your engine and top up your gas tank.



▲ Just one of the many hilarious intermission scenes.



This is one of those rare recent coin-ops that concentrates more on playability than graphics, packing in lots of cartoon humour too. Thankfully most of the playability has been preserved by Domark, resulting in two superb conversions. The ability to wander around such a huge city is excellent, and if the time limit seems a little tight you can always increase it by visiting the donut shop. Similarly you can uprate your car by spending cash at the garages, though zooming around at top speed is always a bit dangerous on busy road. Both versions play very well, but the C64 game makes better use of the host machine to nab a well-deserved Sizzler.

64

PRESENTATION 80%
A tolerable amount of disk accessing between levels, tape version is promised to be a fast multiload.

GRAPHICS 89%
Background graphics are a little repetitive, but all the main sprites are top-notch.

SOUND 88%
Poor engine noise, but tunes are good and the siren okay.

HOOKABILITY 90%
Can start on any of the first eight days, starting with arresting traffic cones!

LASTABILITY 92%
It's a truly massive city, bursting with criminals to be arrested and a good progression in difficulty over the 32 days.

OVERALL 90%
The C64 effortlessly handles another superb coin-op conversion.

amiga

PRESENTATION 88%
Hilarious intermission screens.

GRAPHICS 78%
Only adequate sprites and no full-screen scrolling, but lots of nice touches like the speech bubbles.

SOUND 80%
Adequate tune with some good arcade samples.

HOOKABILITY 90%
As on the C64, you can choose to begin on any of the first eight days.

LASTABILITY 90%
A huge city, lots of APB felons and 32 days to survive before you can retire.

OVERALL 89%
An immensely playable coin-op loses none of its addictivity on the Amiga.

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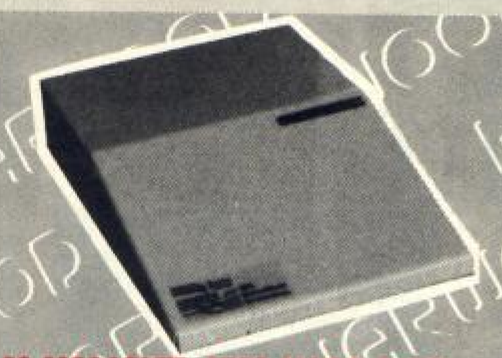
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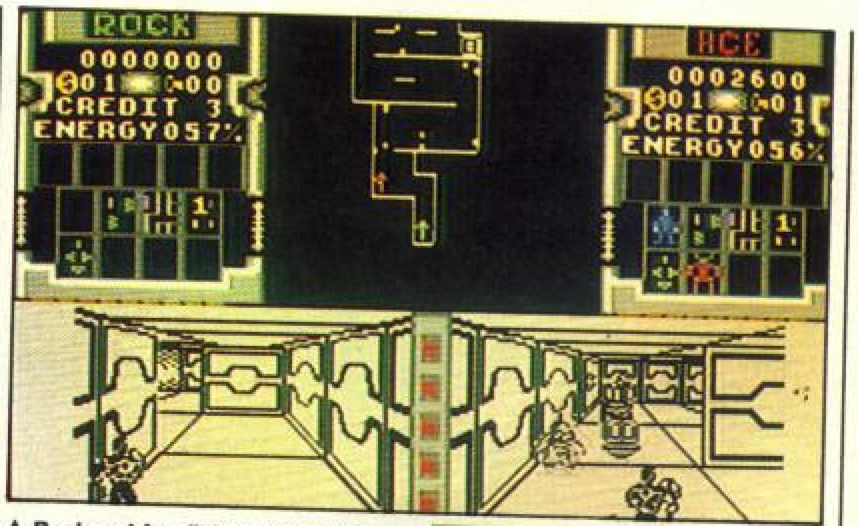
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ZZAP! TEST

XYBOTS

64 Tengen/Domark, C64 £9.99 cassette, £12.99 disk

Rock Hardy and Ace Gunn are the sort of names only arcade heroes could get away with, and sure enough these are two such muscle-bound, trigger happy characters. Their suitably suicidal objective is to blast their way through a huge underground complex made up of around 50 levels which then repeat. Hordes of robots roam about these 3-D levels and when shot often leave goodies such as coins, add-on weapons and keys. At the end of each level there's a shop where you can buy added zap power (to paralyse xybots), better shields, slower energy loss and so on.



▲ Rock and Ace fight through the 3-D levels



STU

After those superb, full-colour preview shots it's a bit of a shock to play what looks like a Spectrum program 'ported' across with added slowness. Initially you wonder why Domark are even releasing it. After a while though, you adjust to the slowness, and with two players it provides a recognizable version of the coin-op without multiload hassle. For hard-case **Xybots** fans only.



ROBIN

Well I never thought I'd see the day when a 64 game looks *less* colourful than the Spectrum equivalent, it's effectively monochrome! Memory problems forced the programmer to compromise but it's not only graphics which are dodgy; the characters have leaden feet and wobble around at a staggeringly slow rate. The problem of repetitive levels is even more prominent in this version than it was in the arcade and Amiga version. With little in the way of variation in the gameplay the endlessly similar mazes prove the final nail in the game's coffin.

PRESENTATION 38%
Good packaging, but no intro music.

GRAPHICS 24%
Mediocre Spectrum graphics.

SOUND 25%
Sparse spot FX.

HOOKABILITY 20%
Sluggishness of characters and unattractive graphics make for instant unappeal.

LASTABILITY 30%
Lots of levels but not much variety.

OVERALL 27%

A fast, colourful coin-op becomes slow and monochromatic.

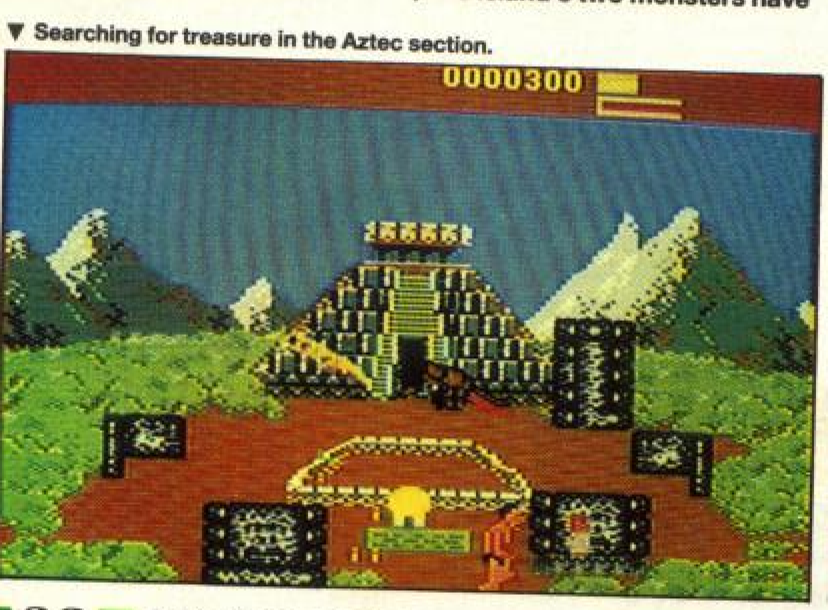
AAARGH!

Melbourne House, C64 £9.99 cassette, £14.99 disk 64

I hope you're not one of those weird bird watchers who spends his weekends climbing trees to nick eggs. I mean, firstly as interesting hobbies go it can't that much more exciting than trainspotting and secondly . . . AAARGH!

Yup, the people of an obscure Pacific island used to go around collecting eggs and couldn't resist even huge Roc eggs. Now the island's two monsters have decided enough is enough, and have gone in search of the Roc eggs. You take play one of the monsters, either an ogre or a dragon, stomping through twelve cities, flattening buildings to collect eggs, massive hamburgers and humans. Giant hornets and cannons lob projectiles. When you collect a egg you must fight the other, computer-controlled monster to get back to your treasure cave.

▼ Searching for treasure in the Aztec section.





ROBIN

With **Xybots** and now **Aaargh!** this isn't a good month for coin-op conversions. Any hope of a competent conversion quickly vanishes upon sight of the main sprite and his 'movement' (maybe the dinosaurs all died of embarrassment), add to this some very dodgy collision detection and overwhelming odds of dying and it all falls to pieces. The ultimate in entertaining visuals, though, has to be the matchstick men milling about when houses fall down – Lowry must be spinning in his grave!



STU

Amiga **Aaargh!** lost a lot when the two-player mode was removed from the home computer version. The C64 game also suffers from this, and overly simplistic gameplay, but the main fault is the difficulty level. Manoeuvring your monster around village huts while dodging giant insects is frustrating and repetitive. For very patient and forgiving fire-breathing monsters only.

PRESENTATION 34%
Adequate title screen with basic tune.

GRAPHICS 40%
The backdrops and main sprites are okay, but the men are moving 'i's.

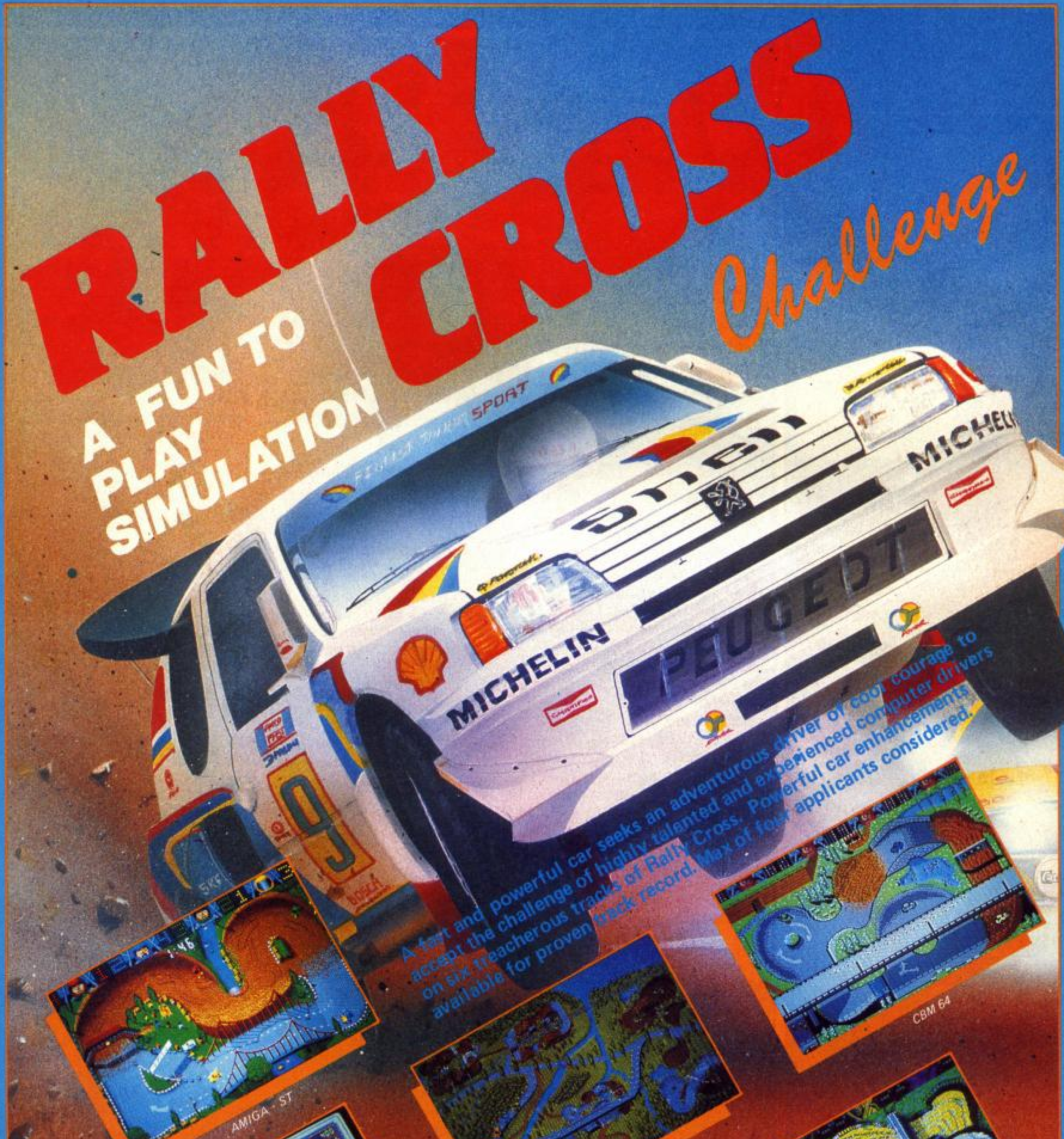
SOUND 32%
Primitive FX, an adequate tune during monster fight.

HOOKABILITY 23%
Awkward controls and dodgy collision detection.

LASTABILITY 29%
Gameplay is tough and uninspired.

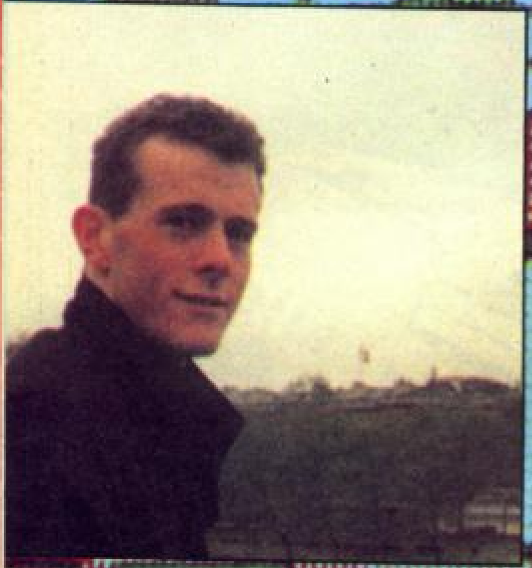
OVERALL 26%

Aaaaargh!



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POWER DRIFT
THE BUTLER DOES IT AGAIN!



Once again Activision have jumped into the licensing business in a big way in preparation the Second Coin-op Conversion War this Christmas. The big gun in Activision's arsenal this time around is the mammoth Sega coin-op, *Power Drift*.

ROBIN HOGG takes a look at how programmer Chris Butler is set to 'achieve the impossible'.

Following the massive success of *Out Run* and *Afterburner* in the arcades even Sega jumped onto their own bandwagon in 1988 to create the ultimate rough-ride racing game. *Power Drift* combined all the graphic techniques and sheer speed that Sega could muster for one rollercoaster of a ride which dominated the arcade scene.

For the 64 version Activision signed up one of the most accomplished coin-op convertors around: veteran programmer Chris (*Ghosts 'N' Goblins, 720°, Space Harrier, Thunder Blade, Commando*) Butler.

How on earth did you get involved in tackling the 64 conversion of this monster coin-op?

Well, at the time, around early '89 I was engaged in freelance work for US Gold. I'd finished *Thunder Blade* and was being offered *Ghouls 'N' Ghosts* when the software manager for US Gold, Charles Cicil, suddenly left to join Activision, poaching me in the process. The license for *Power Drift* surfaced soon after – I wanted a big title to work on and it was all that was available. Thus in February I was given the task – the end of September being the deadline with a penalty clause written in of £250 lost for every week it overruns.

When you first went about tackling the game what were your priorities? Something would have to be thrown out from the start, but what? Don't you feei it's pushing it possibly too far?

Well the slanting road effect as the car skids round corners has had to go, it all depends on memory which is as ever *very* tight indeed. If I've got the memory then it will go in.

I like to tackle the Sega coin-ops head on, to my mind there's no other way about it. I've always believed that if anything's possible then it's worth having a go.

Although I have to compromise almost all the time with my games, deciding what can and can't be done, I always try to capture what it is about the subject matter that attracts the gameplayer.

And this is multi-load, right?

No, no. [My jaw drops upon hearing this]. I've weighed up the pros and cons of it all and I wanted it to be fast paced and easy to get into which always points to a single load. Why should I write fast games where the player has to wait for the multiload?

It's even better appreciated if you *can* squeeze the game into one load. Trying to work in the restrictive memory of 64K has been hard: I've run out of memory quite a few times but at least I've had a lot of practice.

How is the game being structured (without giving away any trade secrets)?

At this moment it's made up of 32K of graphic code including all the track data, bends, length of straights, position of hills and so on.



After this comes 20K of actual code and after that comes 6K odd of music. I don't do the music myself but give a set amount of memory to Dave Lowe who's done



sterling work for Activision. I've already had to cut down his allocation but he seems happy enough with 6K. He's concentrating on one main theme to capture the spirit of the game. A summer theme? Yes, probably. Although I haven't heard anything yet.

After all this I have around 1K to 3K for emergency backup purposes – sorting out colour buffers, handling screen memory and so on. This memory allocation is all rather flexible but at the moment it's basically a case tidying up of code.

For development I use an old Amstrad PCW using Word Star to edit the source files. Code assembly is performed using Avaset X-ASM and luckily takes no more than a few minutes as the code is downloaded from the PCW. I have my own customised graphics designer which can scroll backgrounds as well and create very large multiplexed sprites.

Graphics have always been important in Sega games – when it comes to the conversion have they been first priority or has it been gameplay?

The graphics came first with the track routines following. The gameplay is usually the last thing to go in and is very easy to implement, change the speed of a car here, the gravity of a bend there – no problem.

It's not been a problem either to incorporate the spinning car effect (when the car hits an object and spins off the road) – it's cheating really but I simply shift characters left or right depending on the direction of spin.

The graphics are made up of 230 images based around 23 objects. The main sprite of your car and the rival cars takes up 16 of those 200 odd images and incorporates the distant cars and the positions of turning cars, climbing cars and the like.

I was meaning to spend two to three weeks on the graphics but it turned out to be six weeks.

What was the toughest part of the conversion? Many late nights?



To answering the second question first. Well, yes there's plenty of the old 'burning of the midnight oil' as most of my time programming is at odd hours – a mid-day wake and afternoon just doing general things is followed by a late night session from around 8pm through to about 3am.

There's been one late night till 7am session which involved getting the clouds of smoke on the wheels of the car just right but otherwise it's been fairly straightforward coding.

The main problem (the lack of memory aside) is the track; getting it to move correctly, curve smoothly and creating the ride-



over effect of the hills. Yes, as in the coin-op the car doesn't move, instead the road moves to either side.

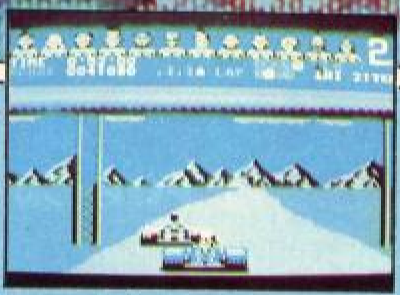
Trying to keep the side graphics parallel to the road edges has been a task as well. I'm storing the track shapes in memory with individual track curves and hills all in there – a 3-D line routine is applied to the shapes to create the 3-D effect.

Gaps have appeared at the edges of the screen and I've filled these in with set character blocks. The speed of it all hasn't been a problem as the sprites are tracked in character mode. Certain objects come past perpendicular to the road, like the bridges. It's a bit of a cheat but it works.

The actual illusion of movement and track algorithms have turned out better than I thought. I've copied the arcade method but the Sega programmers are very lucky as all the hard work has been done for them already. Overall I'm pleased with the result.

You've obviously drawn on past experience for this conversion.

One of the major criticisms of previous games like *Thunder Blade* has been the wobble of the oncoming 3-D graphics and I've



gone out of my way to eliminate that problem.

Other problems that have been corrected have been the half-on sprites of *Space Harrier* which was basically printing a character block on screen and just flashing it past.

I've used a high level of interrupts in *Power Drift* to keep speed up and get around the problem of it not being a sequential game like *Thunder Blade* – after all you can choose any course you want which makes my preplanning difficult.

The techniques in use now are nearing perfection and are about the most efficient I can get on the 64 now. It's approaching the limits but then again they've always said that.

Have you been following the coin-op and computer scene recently? Make us sick and tell us whether you had the *Power Drift* machine for 'research' purposes.

No, I don't often get the chance to visit the arcades. When visiting my parents in Southend, which is an arcade player's paradise, I do see them then.

I find Capcom's *Strider* very impressive and the programming techniques behind *Hard Drivin'* are excellent although the game itself can be tedious. I *did* have the *Power Drift* machine for around four months but that's gone onto another developer.

Are YOU interested in 16-bit?

It's all a matter of finding the time, I like the 3D polygon effects of 16-bit programs nowadays but again I don't have the time to buy (and play) games. I've worked with the

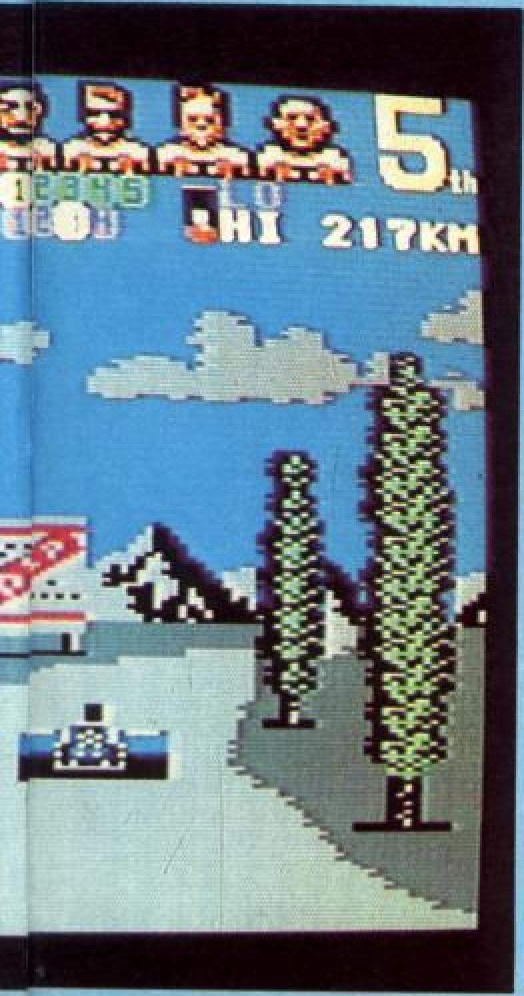


64 for quite a few years, learnt a lot with it and there's a good few years of 64 games to come. Yes, 16-bit is interesting but there's life in the old dog yet.

Five years on, has it all been worth it?

Undoubtedly. I still love writing games; it's a boy's dream after all, and me straight out of school. A dream career even if I'm not incredibly wealthy.

I'm now committed to buying a house and settling down. I don't intend to be writing games when I'm 50 but it's been worth every moment.





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Well, what can I say? The new Olivier? Perhaps, certainly a new talent has been born at Ludlow Festival. A scintillating performance by Richard Eddy won a standing ovation . . . or so I'm told by the man himself who 'lost' the video recording of it.

But in ZZAP! everyone can be a star, just send in your letter (and photo even) and we'll promote you to the masses!

This month's main feature seems to be that evergreen subject; piracy.

A PIRACY EXPERT?

Dear Lloyd,
I recently telephoned Trilogic about the Expert Cartridge – specifically about the upgrades for it, but I shall let that pass. They informed me that on the 1st of August, the Expert would no longer be sold due to the new regulations regarding computer copying devices.

To be perfectly honest, I find the banning of such devices sickening, for several reasons:

1) That any government feels it can repress knowledge by banning it is completely erroneous.

2) That the other facilities offered by these products (machine code monitor, freeze and examine, edit sprites etc in situ), which are incredibly useful aids to the production of legal software, are just to be thrown away with the rest of the product.

3) My final, and most annoying reason: THAT PIRACY MUST BE SO DESPERATELY WIDESPREAD AS TO CAUSE THE USE OF SUCH DESPERATE MEASURES.

I think it says something about British Computer Users that something so drastic has to be done. And by a government that was only forced to bring in the Data Protection Act to bring us into line with the rest of Europe!

It is the old adage about the few spoiling it for the rest. To deprive the users of the power of these devices simply because they can make a back-up of what is in memory? It is unthinkable. In Germany, piracy is illegal, as is hacking. And yet nothing has come out of those laws except that the hackers have adopted handles bearing no resemblance to their real names, broken into software, and distributed hundreds of counterfeit copies. Or in the case of main frames, injected viruses bearing this handle. Before anyone wonders why I call myself Thunderdog, I shall tell them. I am not a hacker in the modern sense. In the old sense, I am a hacker: one who would rather write their own software than use someone else's. But I use the Expert! Sure, I use it to debug my software – correct non-declared labels, bodge together pre-assembled files from disc. I also use it to backup software.

What's on my 'collection of instruction-less black discs' then? (to quote James Newcombe's letter in ZZAP! 52) *Wizball, Seuck, Gauntlet, Trap, Head Over Heels, Cluedo, Monopoly, Scrabble*, need I go on? Look in my box of ORIGINAL cassettes, with instructions – *Wizball, Seuck, Gauntlet, Trap, Head Over Heels* etc etc . . .

One thing I have heard is done by some hackers, and I think it is quite a good idea, is to break into software, copy it, make only the ONE copy, and send it to the author with details of how it was done. This won't be popular, but, so long as the hacker can be trusted, it can provide a free security consultancy service. (The same kind of thing Prestel often do – open out a few lines as 'demo' lines, and wait for the hackers!)

If piracy is to be stopped, then a good deal of effort in security is required by programmers. I intend to form a group – with newsletter – dedicated to that end. (If anyone is interested, please contact me. Hackers be warned – don't join – I have ways of weeding you out! Before I finish this letter and the typist has to go and cool their fingers in the fridge, I would like to ask whether you know of any plans to release a game based on the series 'Sledge Hammer!'?

In the words of the prophet 'That's all folxx'.

Thunderdog, Beverley, North Humberside.

Piracy is desperately widespread, hence the new law. Whether the new law does ban devices such as the Expert Cartridge is in fact unclear. One device, the Blitz lead for the Atari ST, is to remain on sale because its makers claim it's primary use is not copying software but copying disks twice as fast as normal. Copying software, it's argued, is a misuse of the device. Indeed Bob Hay of FAST (Federation Against Software Theft) has said devices which have many uses, not merely copying, are not banned. However, Trilogic and many other companies are unwilling to risk being taken to court under the act. Until someone is, the specific meaning of the act will be uncertain.
LM

THE SUPERB 64 (AND MAG!)

Dear Lloyd,
I have always classed ZZAP! as the best Commodore 64 magazine around. Since the Amiga has become so widely available many magazines seem to have taken a preference to reviewing Amiga software. However, you have retained your high standard of fair reviews. I think yours is the only Commodore 64 magazine worth buying anymore.

During July, in one other Commodore 64 mag only three C64 games were reviewed (excluding the budgets) while the Amiga had a much larger amount. Those who bought this certain magazine wasted over a pound to read a mag which could have been the July issue of *The One*! It's just not fair and this is why ZZAP! is the only C64 mag I'm going to buy from now on.

Now that ZZAP! has got it's four new reviewers I hope the standard of your mag – for the sake of us poor, neglected C64 owners' doesn't drop – or I'll go mad!

Of course I agree that the Amiga is a much more powerful machine (I've played on my friend's); but this is no reason to neglect the C64. In my rating the C64 is one of the best computers around!

'Give Us Another Beer' John, Somewhere In The UK.

In our rating, too, the C64's superb.
LM

NO SNIFF OF VIC

Dear Lloyd,
RE: CU, 64 and ZZAP. The Vic-20 has been given the space it deserves in Commodore User, ie none. Vics are dead, who wants to read about them? Oh, and if ZZAP! calls it self any kind of Commodore mag it will follow the 64 until (like the Vic-20) it ain't worth it anymore. And that won't be for a long time yet.

By the way, next time you have a free tape, how about an Amiga disk as well (like *CU* did awhile back). I don't appreciate paying 50p for a tape I can't use.

Daniel Besser, Milton Keynes, MK2 2NW.

Putting a disk on the front cover would boost the price a lot more than a cassette, but if we have enough pleading letters for me to drop on the management's desks, who knows what'll happen?
LM

ZZAP! RRAP

CONCERNING COIN-OPS

Dear Lloyd,
Ho hum, out with the old, in with the new who will leave in a year's time, making way for some more people who'll eventually make way for . . . etc., etc., and so it goes on. ZZAP! is the Newcastle United of magazines - they let all their big names go!! Hopefully, though, the new team will tone down the *Viz* humour.

Next, a few points:-
1) No matter what, *CU* always have a arcade section. The last one in here was July '88 (before Jaz left - sob!) Why not have a *monthly* arcade section? After all, most games these days seem to be conversions. I only saw *New Zealand Story* four days before issue 51 came out, and I'd never even seen *Rainbow Islands*, going on two years old, until three days ago! And I consider myself an arcade veteran of the North-East, Scarborough and Blackpool!!
2) Most of us aren't glued to keyboards and joysticks all the time – we do go to the pics and hire videos occasionally. So a video/movie review column would be nice.
3) GET RID OF RANDY UNEARTHED !!! Even Tamara Knight was better than that! Just because he's from up North 'about 5 miles from me' doesn't mean he's Buggerallmoney!! Most of us up here don't smerk tabs, drink beeyuh and rearrayunge peeyuples fayussese fer a livun',' ((C) Phil's Stereotypes Ltd 1989) so why make him look like that?

Since you changed the reviewing system, I thought you'd have changed the awards too. The CONVERSION FACTOR is good, but I've always thought the implementation of the SILVER MEDAL is wrong. *Tetris* on re-release would have got a Gold Medal had it been under the pre-budget era's reviewing system, instead of a Silver under the current system. Would *Armalyte* get a Silver at £1.99? (Probably, at 99% overall, too!) No, I didn't think so. So why shouldn't £1 or £2.99 games get GMs where deserved? *Shameball* and *Park Patrol* got a full 2 pages each, so why now change that to a half a page just because a game costs £7 less? How about introducing a BRONZE Medal to go with the GM and SM. The SIZZLER is kicking it a bit now, and changes are usually for the better, so if you'd consider my suggestions, nothing more mind, I'd appreciate it.

Finally, has anyone else noticed that their 64 copy of *Speedball* is bugged? If I switch on for the first time in a day, when the transformer is cold, it always bugs up!! What I do to remedy this is to let the transformer warm up for about half an hour, and it usually works. I should know – after a 50-week league as Lacata, I won ALL 50 games scoring 500 goals with a final score of 7500 (work it out – 100 points per win, 20 per draw, 5 per goal) – a clear 3870 points of Yela. Think that it's a fix? Look at the printout . . . Oh, by the way, what WAS the longest list for the BLASTEROIDS comp?
Phil Halliwell, County Durham, DH6 2RE.

From the top, Phil . . .
1) Despite being kicked out of numerous arcades for taking pictures for TGM, Robin Hogg's still eager to do it again for a ZZAP! arcade feature soon.
2) Video and movie reviews in ZZAP!? With all the games we've had flooding into the offices this month I doubt we're ever going to have the space!
3) No-one makes Randy look like that. It's most definitely all his own work!

No reviewing system is totally fair, and I agree games like Tetris *are now missing out on Gold Medals. On the whole however, budget games are inferior to full-price but, because of their price, are marked more generously – hence the Silver Medal.* Rambo, *for example, could never have got 96% at £9.95. And on the subject of Bronze Medals, call me an old fuddy-duddy but I'm don't think there's any call for changing the Sizzler rating yet.*
LM

MORE POINTS THAN AN OVERWEIGHT HEDGEHOG

Dear Lloyd,
I hope this letter will start the debate of many things – First off I hope I can get this off my chest . . .

SOFTWARE PRICES.
Why the heck does software have to cost so much? £24.95 just for a game? More companies should follow the excellent example of U.S. Gold's prices which are now £14.95 for arcade conversions. Only a number of games are worth £19.95. Example: *Kick Off, Shinobi, Xybots, Silkworm*, and a few others. This leads to . . .

QUALITY OF SOFTWARE
Pathetic! Games are rubbish at the current standard (by the way I own an Amiga 500). I could make an endless list of trash released by companies, but I have now made the Def guide to software '89 Amiga and 64.

AMIGA
1. *Forgotten Worlds*: U.S. Gold
2. *Dungeon Master* (1 meg): FTL/Mirrorsoft
3. *Blood Money*: Psygnosis
4. *TV Sports Football*: Cinemaware/Mirrorsoft
5. *Populous*: EA
6. *Kick Off*: Anco
7. *New Zealand Story*: Ocean
8. *FOFT*: Gremlin
9. *R-Type*: Electric Dreams
10. *Archipelagos*: Logotron

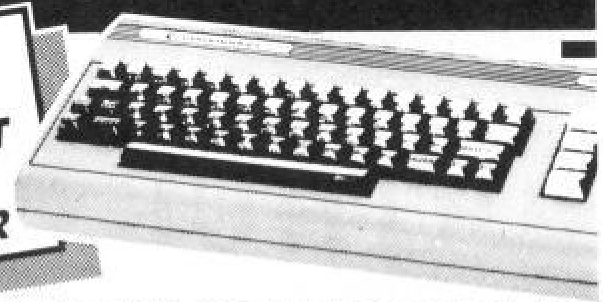
64
1. *Citadel*: Electric Dreams
2. *Silkworm*: Virgin Software
3. *Speedball*: Mirrorsoft/Imageworks
4. *Forgotten Worlds*: U.S. Gold
5. *RoboCop*: Ocean

PIRACY
Personally I don't mind it, there are good and bad points. Anyway I have several Amiga copies and I bought *R-Type*, and *Kick Off*. I really don't want to damage these games so I decided to make a backup of them. Now this is the way (well part of it) to stop copying. They both have brilliant protection. Amazingly another Anco product has little or no protection! Anyway piracy is because of high prices and the prices (yawn!) are because of pirating.
Simon Liu, Surrey.

Sadly I must agree with you that the most effective way to stop piracy is via technical means, rather than 'educating' pirates such as yourself about the harm done to the industry. Still, I think you're mistaken to assume the effects of piracy are compensated for by higher prices. There's only so far you can peg prices, and £24.95 in no way makes up for the vast number of pirated games. If there was less piracy games would not only be cheaper, but better as programmers could afford to spend much more time on them. And then there's the fact not everyone's a pirate – I'm not, and I certainly feel irked I have to pay the high prices caused, in part, by pirates. Also there's first time buyers discouraged by high software prices.
LM

Another month, another RRAP. I hope to receive lots of letters next month, so we can go back up to four pages after Randy nicking one for his special tips section this ish. Needless to say I consider myself a broad-minded chap, so feel feel to write on pretty much anything even vaguely linked to the Commodore world. The address is LLOYD MANGRAM, ZZAP! RRAP, PO Box 10, Ludlow, Shropshire SY8 1DB. Unbiased reviews of Mr Eddy's performance will be especially welcome.

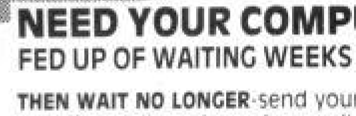
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LAB ASSISTANT: The Geek

Some people reckon small is beautiful but, to be honest, I'm not convinced. Thanks to that Rand character's tips special the Lab Report's been temporarily squeezed down to just two pages. Take comfort though, from the fact that hopefully (cross my fingers, chuck salt over my shoulder, touch wood, kick the Geek six times and one extra for luck) it'll be back to its full quota next month. Until then, happy adventuring...



LAB Report

ARTHUR

Infocom, Amiga £29.99

You are Arthur. Not Arthur Fowler, Arthur Scargill or even Arthur I'vegotakippers tuckupmyassort edsocks. No, as just plain 'Arthur' you're the rightful heir to the English throne, and the hero in Infocom's interpretation of the famous legend.

It has been many years since King Uther has died and so far no-one has been able to pull the famous sword from the stone to become his rightful heir. It has even got to the point where the people are willing to let a usurper, King Lot, take the throne.

As Arthur, you start the adventure at night in the churchyard where the sword in



the stone is located. You know that King Lot has imposed a curfew and you'll be thrown in jail if caught, but you were compelled to try to remove the sword. Of course, being the rightful heir, you succeed in pulling it out (no oo-ers here please) whereupon Merlin materialises and, before disappearing again, tells you that you're not yet worthy to claim the throne and must first gain a hundred chivalry, experience, wisdom, and quest points.

But no sooner than Merlin disappears than King Lot's soldiers march into the church to remove the sword and stone. In the morning King Lot shows a *copy* of the sword to the gathered villagers, claiming it is the magic sword and that he must now be crowned High King. You must work quickly if you are to stop him – his coronation is in three days time.

A visit to Merlin's cave results in him giving you the ability to transform yourself into an owl, badger, salamander, eel or turtle. You might've preferred a nice, shiny suit of armour and a good horse, but Merlin's Merlin and it wouldn't be wise to argue. You can change into an animal as often as you like, but never directly from one animal to another (you must become human again first) and never in public – it would freak people out!

Exploring the surrounding countryside reveals a great many locations ranging from the village tavern to bogs, woods, a lake (as a turtle or eel you can swim beneath the surface), and King Lot's castle. Plenty of characters, both friendly and hostile, can be spoken to and asked questions. The village idiot isn't too helpful – though he says he can peak into the game's machine code when you're gone!

Most of the problems encountered revolve around transforming into different creatures – for instance, to go down a hole in the ground you must be the badger, while as the owl you can fly high above the land. Surprisingly, as an eel you can even talk to a kraken in the lake. However, you are not allowed to carry objects when in animal form and this obviously causes more than a few problems. It can also be frustrating finding somewhere to change, there's never an empty phone box when you want one!

As in other recent Infocom releases, there's an in-built hints facility, accessed by looking into

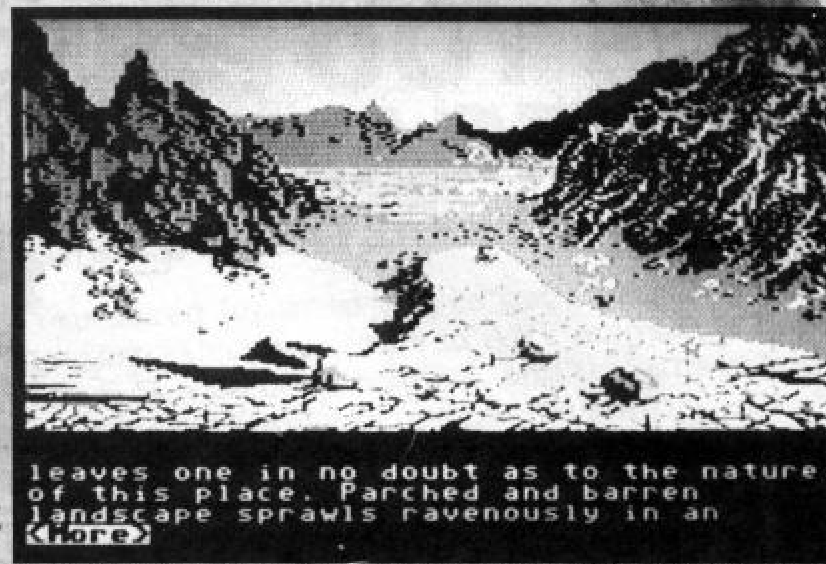
a magic crystal. The typically polished Infocom presentation also includes various display modes: graphics, map, inventory, score, and text.

With the great puzzles, some attractive graphics and a superb vocabulary and parser, plus the odd touch of humour, *Arthur* has all the ingredients to make a first-class adventure. A must for all Infocom fans.

ATMOSPHERE	**93%**
PUZZLE FACTOR	**96%**
INTERACTION	**92%**
LASTABILITY	**94%**
OVERALL	**94%**

MYTH

Magnetic Scrolls, C64 disk only – available as part of Official Secrets package: £19.95



The Official Secrets adventure club has been running a few months now and is apparently doing very well. For £19.95 you get six bi-monthly issues of the club magazine: Confidential, *Gnome Ranger* by Level 9 (or a special surprise alternative), use of The Adventure Helpline and Adventure Contacts, automatic membership of the Special Reserve Software Club (giving discounts on loads of games), and of course the exclusive mini-adventure reviewed here – *Myth* specially written for the club by Magnetic Scrolls.

In this light-hearted look at the Greek mythological world, you play the Sea God, Poseidon, and, guess what, you can't swim!

Mucking about in heaven is an easy life and you have a great time going to riotous parties. So when your brother Zeus invites you to his temple-warming party you accept on the spot. When you arrive everything seems to be normal, with lots of food and drink to indulge in, but then Zeus decides to make a very serious speech about the rise of Christianity and how the Greek gods should prove their superiority by each performing a difficult task.

He hands you a piece of paper with your task on it: to find Hades' fabled Helmet Of Invisibility. With a flash you're transported to the gates of hell. Looking around you spot your first problem – a huge nine-headed Hydra guards the gates and isn't going to let you past. Armed only with a shield and trident (unfortunately not of the nuclear variety) you decide not to rile him and instead explore a garden to the east where a frolicking lamb and marble altar are to be found (I wonder what must be done here?!).

The only other route takes you into a deep swamp (aw no, you can't swim!) where an old James Bond trick can help you survive. Get through this and you reach the infamous River Styx, full of dead souls making the journey to hell. A ferryman and Death himself make an appearance here along with a perplexing puzzle concerning transporting six keys over the river.

It didn't take me too long to make a fair bit of progress in *Myth* as the puzzles aren't that difficult to solve, although fine for beginners. Experienced adventurers will probably find it a bit easy although they'll have plenty of fun reading the humorous text and admiring the beautiful graphics which appear every few locations (these can be swapped for small mono cameos to quicken play). Then there's a typically refined Magnetic Scrolls parser which accepts multi-command sentences. One thing missing (although most won't need it) is HELP - as members can always phone the Official Secrets Helpline!

Although I wouldn't exactly recommend forking out 20 quid just for the game, *Myth* is a great freebie incentive for those interested in joining the only professional adventure club in Britain.

ATMOSPHERE	**77%**
PUZZLE FACTOR	**84%**
INTERACTION	**71%**
LASTABILITY	**67%**
OVERALL	**76%**

CLEVER CONTACTS

Loadsa clever tipsters just waiting to help you out – don't forget an SAE though.

Heroes of Karn, Bored of the Rings, Gremlins, Voodoo Castle, Zim Zala Bim, Mugsy's Revenge, Tropical Adventure, Dracula, Holy Grail, The Pawn, Return to Oz, Masters of the Universe, Robin of Sherwood, Fourth Protocol, Price of Magik.
Christophe Brassart, 67 rue de l'Abbe Lemire, 59200 TOURCOING, France.

Tower of Despair, Dracula, Adventureland, Zim Zala Bim, Castle of Terror, Time Tunnel, Eureka.
John Paterson, 8 Bracadale Road, Baillieston, Glasgow G69.
Tel: 041 771 7729

The Golden Baton, Worm in Paradise, Hobbit, Fourth Protocol (Pt 3 only).
Andrew Blackman, 133 Ashen Drive, Dartford, Kent DA1 3LY.
Tel: 0322 76887 5.30-8.30pm

Dungeon Adventure, Lord of the Rings, Quest for the Holy Grail, Hampstead, Lords of Time, Inca Curse, Espionage Island, Planet of Death.
David Lemon, 14 Norton Place, Dunfermline, Fife KY11 4RH.
Tel: 0383 728353 after 6pm Mon-Fri

Leather Goddesses of Phobos, Zork III, Terrormolinos, Never Ending Story, Heroes of Karn, Mission 1, Gremlins, Robin of Sherwood.
Ron McKenzie, 3 Silverstream, Freystrop, Haverfordwest, Dyfed SA61 2SN.

Adventureland, Subsunk, Heroes of Karn, Empire of Karn, Munroe Manor, Hacker, Classic Adventure, all early Infocom titles, Jinxter, Guild of Thieves, Plundered Hearts, Dracula, Hitchhiker's Guide, Mindshadow, Trager Sanction, Wishbringer, Trinity.

The Pawn.
Chris Fleming, 235 Meola Road, Pt Chev, Auckland, New Zealand.
Tel: 867074

Voodoo Castle, Heroes of Karn, Pirate Adventure, Ten Little Indians, Hobbit, Lost City, Gremlins, Wizard of Akyrz, Quest for the Holy Grail, Zim Zala Bim, Island Adventure, Castle Dracula.
Paul Flanagan, 6 Corry, Belleek, Co Fermanagh, N Ireland.
Tel: 036565 594

The Hobbit, Erik the Viking, Castle of Terror, Eureka, Voodoo Castle, The Count, Heroes of Karn, Empire of Karn, Zork I, Zork III, Exodus, Ultima III, The Boggit, Lords of Time, Never Ending Story, The Hulk, Temple of Terror, Ultima IV, Seabase Delta, Kentilla, Valkyrie 17, Sherlock, The Fourth Protocol, The Helm, Wizard of Akyrz, Perseus and Andromeda, Lord of the Rings (part 1), Emerald Isle, Quest for the Holy Grail, Hacker, Colossal Cave.
Steven Kelly, 4 South View, Whins Lane, Simonstone, Burnley, Lancs BB12 7QU.
Tel: 0282 74765 (between 6pm and 10 pm)

The Hobbit, Seabase Delta, Kentilla, Zzzz, Spytrek, Robo City, Imagination, Demon Knight, Kobyashi Naru, Tower of Despair, Time Tunnel, Citadel of Chaos, Eureka, Sorcerer of Claymorgue Castle, The Quest For The Holy Grail, Rigel's Revenge, See-ka of Assiah (part one), Football Frenzy, Velnor's Lair.
Paul Hardy, 33 Fir Tree drive, Wales, Sheffield S31 8LZ.

Hitchhiker's Guide, Zork I, Zork II, Planetfall, Leather Goddesses, Cutthroats, Infidel, Stationfall.
Dave Rogers, 15 Elm Terrace, Westfield, Radstock, Bath, Avon BA3 3XP.

Ultima IV, The Bard's Tale, Voodoo Castle, Phantasie I, Never Ending Story, Dracula, The Prince of Magic, Borrowed Time, The Pawn, Seabase Delta, Deadline, Zork III, Wishbringer.
Derek Wong, 42 Ingram Road, Thornton Heath, Surrey, CR4 8EB.

Hitchhiker's Guide, The Hobbit, Lord of the Rings, The Shadows of Mordor, Guild of Thieves, Jinxter.
Warren Lee Melia, 1 Thornhill Avenue, Rishton, Blackburn, Lancs, BB1 4EZ.

Jack The Ripper, Dracula, Kayleth, Mindshadow, Never Ending Story.
Derek Scott, 42 South Parade, Leven, North Humberside HU17 5LJ.

Starcross, Suspended, Suspect, Leather Goddesses, Zork I, Zork II, Zork III, Deadline, Planetfall, Infidel, Cutthroats, Ballyhoo, Lurking Horror, Seastalker, Bureaucracy, Trinity, Moonmist, Hollywood Hijinx, Hitchhiker's Guide, Wishbringer, Sorcerer, Spellbreaker, Enchanter, The Pawn, Ultima I, Ultima III, Ultima IV, Sherlock, Gremlins, The Hulk, Terrormolinos, The Fourth Protocol, The Hobbit.
Billy Kavanagh, 49 Drake Hall, Westhoughton, Bolton, BL5 2RA.

Never Ending Story, Zzzz, Quest for the Holy Grail.
Tony Kinnear, 49 Wainwright Avenue, Hutton, Brentwood, Essex, CM13 2SZ.

Bally Hoo, Bored of the Rings, Borrowed Time, Deadline, Emerald Isle, Enchanter, Eureka (German, Arthurian, Roman), Gremlins, Hitchhiker's Guide to the Galaxy, The Hobbit, Leather Goddesses of Phobos, Mind Shadow, Munroe Manor, Moonmist, Pirate Adventure, Planetfall, Planet of Death, Knight Orc Pt 1, Seastalker, [illegible] of Doom, Spell Breaker, Spiderman, [illegible], Stationfall, Tass Times, Lurking Horror, [illegible], Valkyrie 17, Very Big Cave Adventure, Wishbringer, Worm in Paradise, Zork I, Zork II, Zork III.
Ian Gay, 18 [illegible] Close, Westdenton, Newcastle upon Tyne, NE5 2RL.

SMASHED, Dracula, Frankenstein, Kentilla, Quest For The Holy Grail, Gnome Ranger I, II, Eureka I,II,III, IV, Zim Zala Bim, Cricket Crazy I, Kobyashi Naru.
Scott West, 10 Charnock Dale Rd, Gleadless, Sheffield, S12 3HP (No more phone calls, please)

The Hobbit, Seastalker, Trinity, Leather Goddesses, Bureaucracy, Hitchhiker's Guide, Stationfall.
Carl Kuttelwascher, 6 Robin Hill Drive, Camberley, Surrey, GU15 1EG.

Enchanter, Zork I, II, III, Planetfall, Stationfall, Plundered Hearts, The Pawn, Shadowgate, Wishbringer, Leather Goddesses of Phobos, Ingrid's Back, Hollywood Hijinx.
Julian Loveday, 23 Herbert Road, Emerson Park, Hornchurch, Essex, RM11 3LM.

Heroes Of Karn, Empire of Karn, Dracula, Seabase Delta, Spiderman, Hulk, Zzzz, Quest for the Holy Grail, Lord of the Rings, Price of Magik, The Pawn, Twin Kingdom Valley.
A Ridge, 4 Corwallis Avenue, Clifton, Bristol, BS8 4PP.

Twin Kingdom Valley, The Hobbit, Hitchhiker's Guide, Return To Eden, Terrormolinos, Dallas Quest, Jinxter, Déjà Vu, Shadowgate, The Three Musketeers, Plundered Hearts.
Steven Coomber, 6 Maysfield Close, Portishead, Bristol, BS209RL.
Tel: 0272 844218 (6-9pm)

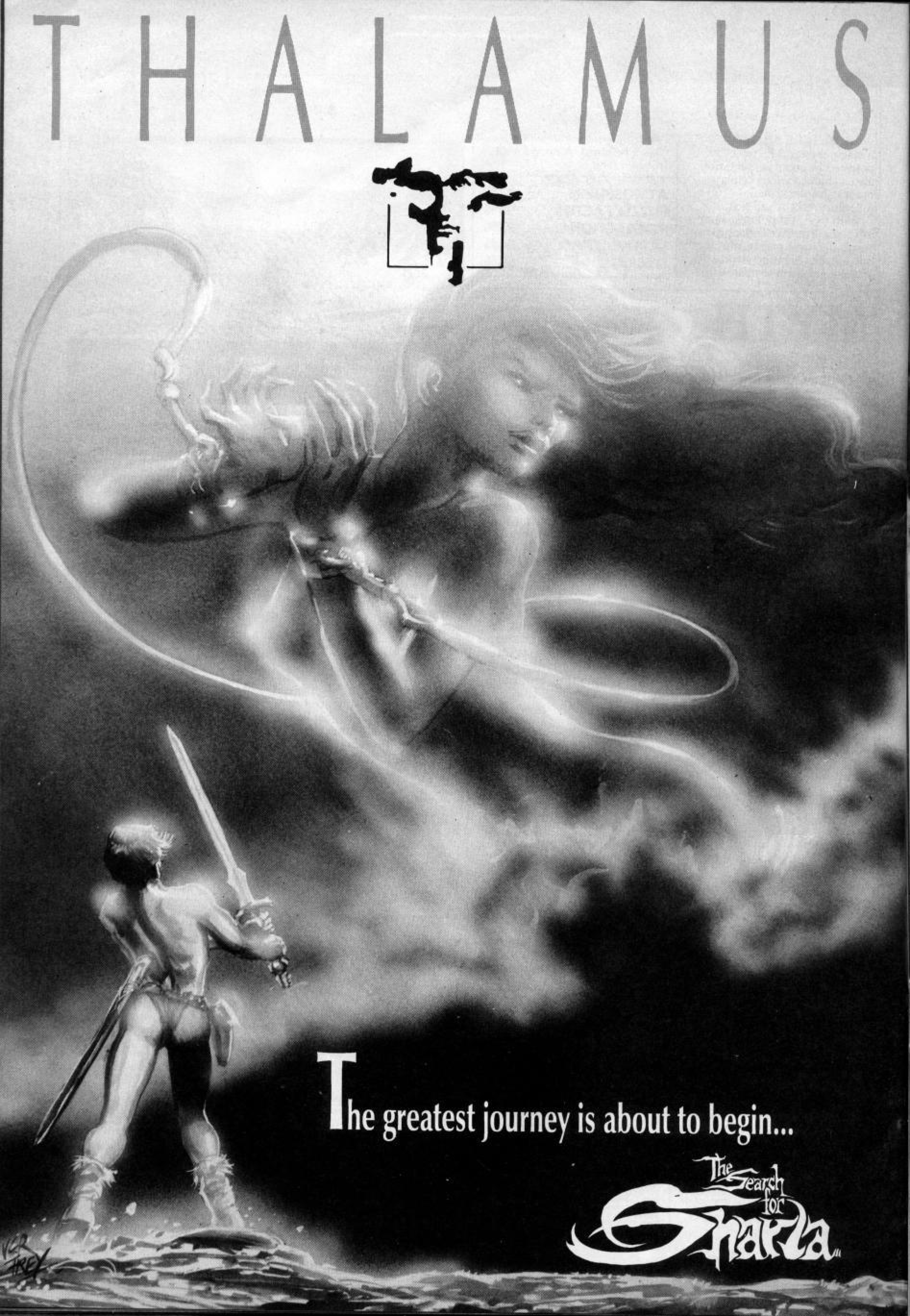
The Boggit, Hulk, Kayleth, Kobyashi Naru, Sherlock.
William Stephenson, 10 Inchcolm Terrace, South Queensferry, West Lothian, Scotland, EH30 9NA.

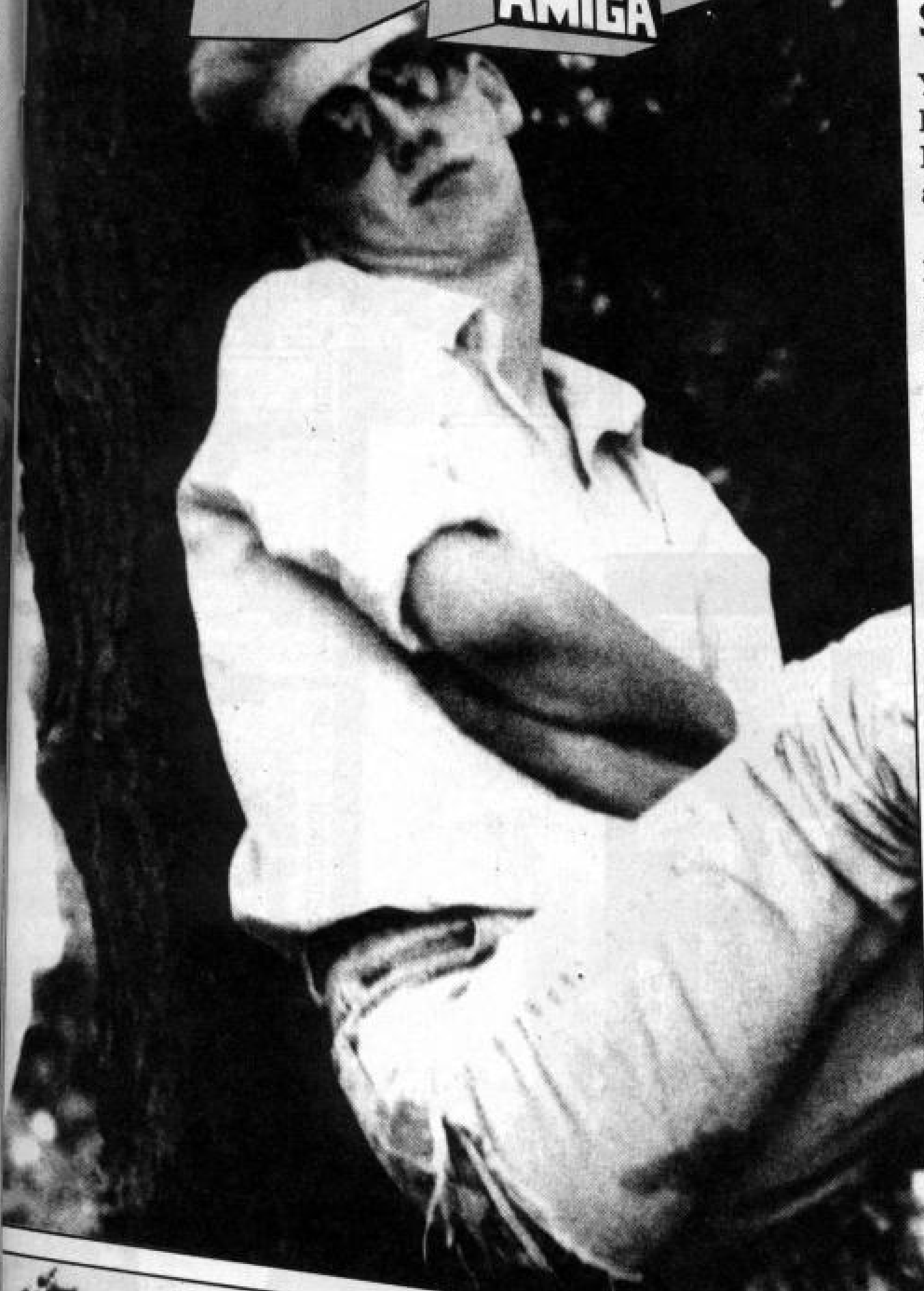
Corruption, Tass Times in Tonetown, King's Quest III.
Simon Ball, 1A Castle Flats, South Street, Ashby-de-la-Zouch, Leicestershire, LE6 5BQ.
Tel: 0530 415103 (5-10pm)

Zork II, Gnome Ranger, Knight Orc (part one).
Steve Parker, 13 Elizabeth Road, Seaton, East Devon, EX12 2DS.

Zork I, II and III, Suspended, Starcross, Deadline, Gruds in Space, Hulk, Spiderman, Asylum, Dallas Quest, Wishbringer, Hollywood Hijinx, Rigel's Revenge.
Mischa Schweitzer, Assumburg 9, 1121 EA Landsmeer, Holland.

Knight Orc, Mindshadow, Bastow Manor, Dracula, Never Ending Story.
Jamie Gooding, 29 Ross Street, Surrey Hills, Victoria 3127, Australia.


THALAMUS
The greatest journey is about to begin...
The Search for Sharla



RANDY SAYS – TIPS OOT FOR THE LADZ!!!

SPECIAL EXTENDED VERSION!

You asked for it, so you've got it. Arguably the largest selection of tips in ANY magazine. Ever. It's took a while to compile, and there have been all sorts of complications, but it's here.

What will you find in the following pages? What you'll find are tips, pokes, listings, maps and solutions; something old, something new, something borrowed (I scrounged the **Rick Dangerous** map from my good friend and CRASH counterpart, Nick 'Pie' Roberts) and something blue. Wait a mo, there's nothing blue here . . . BUM! There. A blue word.

I hope you enjoy utilising these tips as much as I enjoyed pulling them all together for you. There's something for everyone – from reprints of some of the best tips for the best budget rereleases, to amazing new cheats for the very latest titles, to the most up–to–date level maps available, to detailed player's guides of recent titles you only packed up the other week because you got hopelessly stuck.

Spare a thought for all those guys who submitted all those cheats; shed a tear for those previous ZZAP! tipsters who took time out to present them to you. And give me a massive round of applause for bringing you this booklet. Turn the page, marvel at the hints you find and take the time to contemplate the history being made here.

READ AND ENJOY!

Randy

Randy



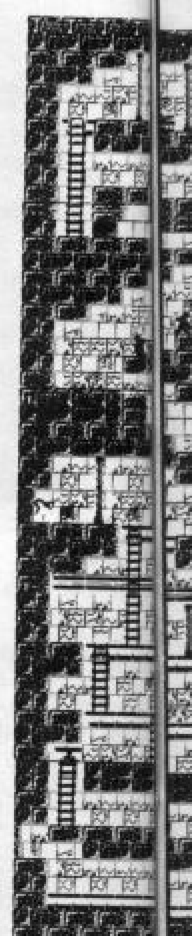
RICK DANGE

1.



THE 'MAN' HIMSELF – AND NOT A MARTIN GORE LETTER IN SIGHT – NICK "PIE" ROBERTS !!!

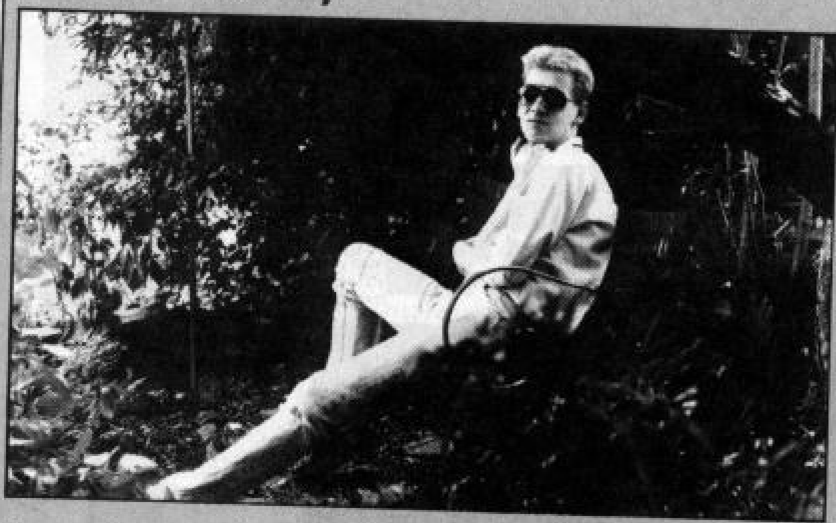
2.



EROUS



ZAK McKRAKEN AND THE ALIEN MINDBENDERS – PART TWO
(US Gold/Lucasfilm)



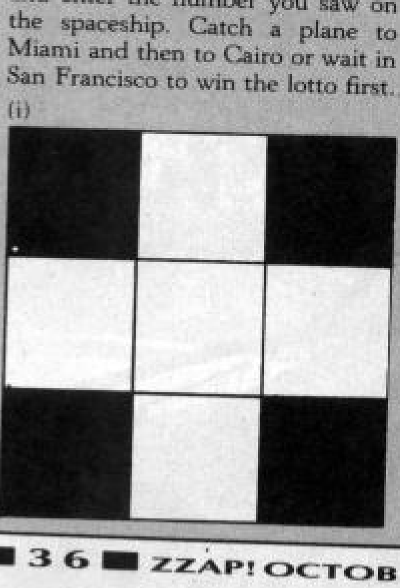
Now you know why the second part of this solution has taken such a long time to appear! Thanks to everyone who wrote in with the missing half, believing that I'd lost it (I hadn't, honest!)

After reaching the spaceship, take off your hat and nose glasses. Ring the bell beside the door. Give the guitar to the King or, if you filled in the application form at the Phone Company office, give him the fan-club card.

Once escorted outside, enter again to the far right and read the Lott-O-Dictor. Jot down the number shown, return to the coloured buttons and push them in the sequence CYAN, PURPLE, YELLOW, PURPLE. Step over the line and be ready to open your parachute as soon as you start falling. Once in the water, use the kazoo to summon the dolphin. Use the blue crystal on the dolphin and direct it underwater. Swim to the right until you come across seaweed covering a rectangular tunnel. Pick up the seaweed and then the GLOWING OBJECT. Give the object to Zak then use the To Zak command – one of the aliens will appear and transport you to the detention cell. When Zak's IQ drops to three, go grab a snack from the fridge (literally!).

When the alien lets Zak loose, walk to the pawn shop. Enter when Zak has enough IQ to remember how to use a door! Buy a Lotto ticket, and enter the number you saw on the spaceship. Catch a plane to Miami and then to Cairo or wait in San Francisco to win the lotto first.

(i)



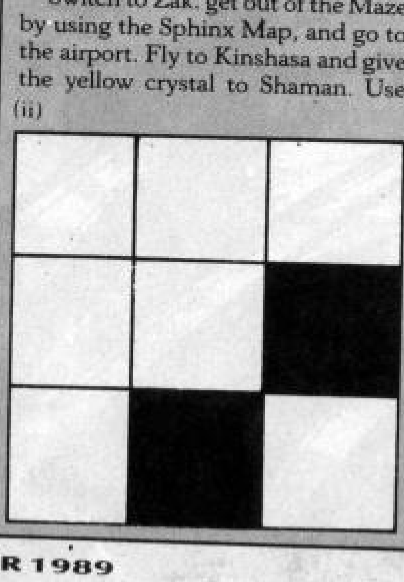
Going to Zak's bedroom and ringing the aliens on 2883 can be fun (as long as you got the number previously from the Phone Company).

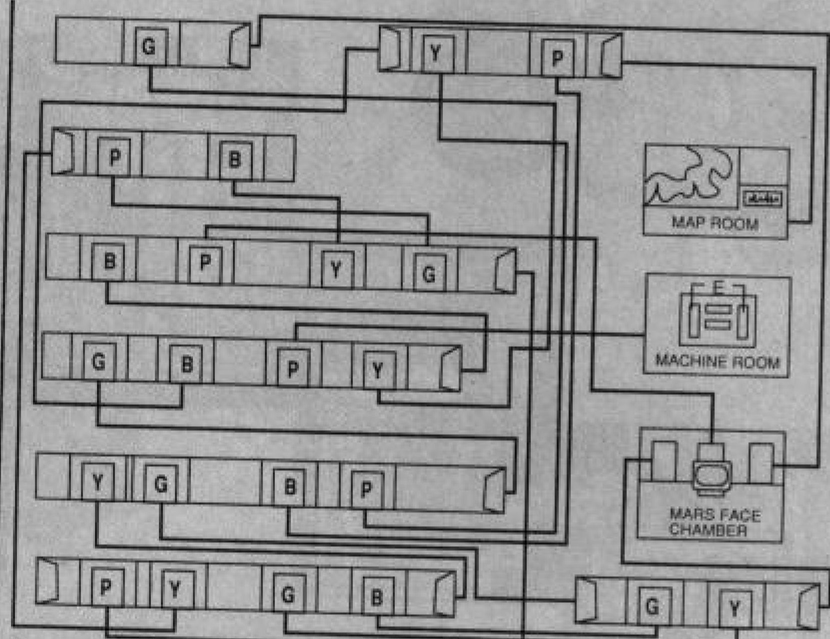
Once at Cairo, move right to the Sphinx and find the leg with the strange markings on. Draw the illustration (i) with the yellow pencil. An opening should appear. Go through the door and enter all other doors with a sun above above them and finally the one with friendly eyes. Once inside, push the MIDDLE BUTTON, the RIGHT BUTTON then the LEFT BUTTON. A map should appear. Use the yellow crayon on the wallpaper map.

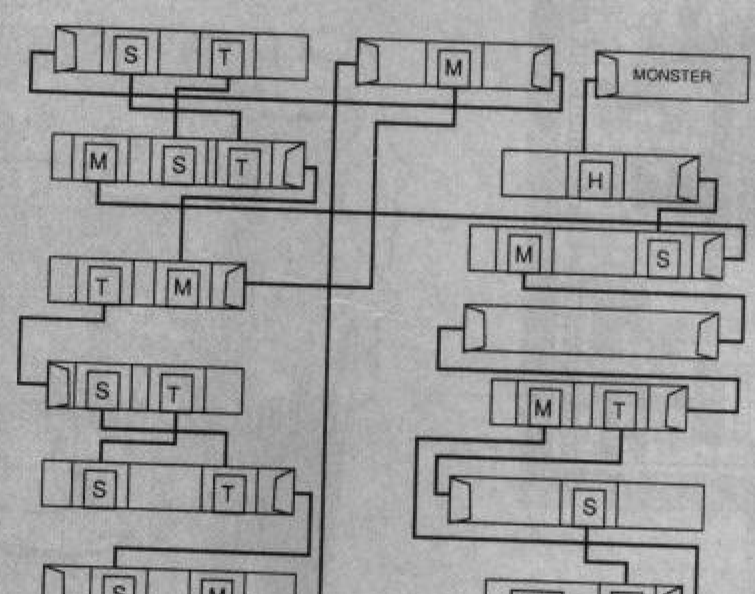
Switch to Melissa, get boombox and tape from the spaceship and move her in front of the craft. Switch to Leslie and give vinyl tape, flashlight and ladder to Melissa. Move Melissa to the Great Chamber, then to the first door. Use the vinyl tape on the DAT tape, and the tape in the boombox. Turn on the boombox and select record. Use ladder on pedestal, then pick up the crystal sphere. Pick up ladder, turn on torch and enter. Use Face Map to get to the Map Room. Read maps, then take Melissa to the second door. Turn on boombox and select play. Enter the door at the passage's end, pick up ANKH and got to the third door. Use the boombox as before and go down to the Protection Room. Use ankh in panel, pick up keys (the big one crumbles to dust) and go back to the first door.

Switch to Zak, get out of the Maze by using the Sphinx Map, and go to the airport. Fly to Kinshasa and give the yellow crystal to Shaman. Use

(ii)







crystal and go to bottom-left dot. Pick up CANDELABRA. Put on wetsuit, airtank and fishbowl. Use the duct tape on fishbowl to make it airtight. Use the yellow crystal and go to Mars Face. Once there, use the yellow crayon on the strange markings (ii) to open the door. Making sure you have the Face Maze Map to get you out, make sure the door is open. Take all three to the girls' ship and use oxygen valve.

Take Zak to the monolith and buy four tokens and Leslie one. Get each person to use their token on the tram before it leaves. Take Leslie to the pyramid first. Use broom on sandpile. Switch to Zak. Take him to the pyramid and use bobby pin sign on keyhole. Switch to Melissa. Walk to the pyramid, down the passage and in the doorway. Switch to Leslie. Go down passage, through the door and push the feet of the Sarcophagus. Switch to Melissa. Do the same. Switch to Leslie. Move away from the Sarcophagus. Switch to Melissa. Use the golden key in the yellow box. Switch to Zak. Move to the crystal. Switch to Melissa. Being as fast as possible, push button. Switch to Zak. Pick up crystal. Use the yellow crystal and go to the dot on the right side of the map.

Use the glowing object on the base, use the candelabra on the glowing object and use the blue, white and yellow crystals on the crystalabra. Pull the small leveron the left. Switch to Annie. Fly to Cairo. Walk left to the pyramid and enter. Walk right to the door then left and up the stairs. Pull lever then pull the first switch. Switch to Zak. Pull the switch on the right . . .

YOU'VE COMPLETED THE GAME AND FOILED THE PLANS OF THE ALIEN MINDBENDERS! SIT BACK AND WATCH THE IMPRESSIVE END-OF-GAME SEQUENCE! WELL DONE.

GRAND PRIX CIRCUIT
(Accolade) – DISK ONLY

Although Grand Prix Circuit **allows you to race against the professionals, it does not allow you to compete with the REAL Formula One drivers. This program, from *John Barry*, has been designed to rectify that situation. The DATA statements in lines 64-72 can be edited so that you can choose who you wish to race against. The names must not, however, exceed 12 characters in length and must be in order of worst at top and best at bottom.**

N.B. Music MUST be switched ON.

```
5   REM GRAND PRIX CIRCUIT (ACCOLADE)
6   REM (c) 1989 JON BARRY
7   :
10  FOR T=272 TO 389:READ A:C=C+A
12  POKE T,A:NEXT
14  IF C<>14786 THEN PRINT "ERROR":END
16  A=40392:FOR T=0 TO 8:READ A$
18  FOR S=0 TO 15:POKE A+S,0:NEXT
20  FOR S=1 TO LEN(A$):Z=ASC(MID$(A$,S,1))
22  IF Z>64 THEN Z=Z+128
24  POKE A+S-1,Z:NEXT
26  POKE A+S-1,255:A=A+16:NEXT
28  PRINT CHR$(5);CHR$(147);"LOAD";
30  PRINT CHR$(34);"GP";CHR$(34);",8"
32  PRINT:PRINT:PRINT:PRINT
34  PRINT "SYS 272":POKE 631,19:POKE 632,13
36  POKE 633,13:POKE 198,3:END
38  DATA 162,83,189,1,8,149,43,202,16,248
40  DATA 162,0,189,137,8,157,176,32,202
42  DATA 208,247,238,30,1,238,33,1,173,30
44  DATA 1,201,20,208,232,169,32,141,127
46  DATA 33,169,73,141,128,33,169,1,141
48  DATA 129,33,169,234,141,130,33,76,47
50  DATA 243,169,76,141,50,3,169,93,141
52  DATA 51,3,169,1,141,52,3,169,48,133,1
54  DATA 96,72,173,243,154,201,212,208,29
56  DATA 173,244,154,201,211,208,22,173
58  DATA 245,154,201,197,208,15,138,72
60  DATA 162,144,189,199,157,157,242,154
62  DATA 202,208,247,104,170,104,108,4,1
64  DATA "S.NAKAJIMA","E.CHEEVER".
66  DATA "D.WARWICK","I.CAPPELLI"
68  DATA "G.BERGER","N.PIQUET"
70  DATA "A.SENNA","A.PROST"
72  DATA "N.MANSELL"
```

Type in the listing and save for future use. Insert the Grand Prix Circuit **disk and, after RUNning the listing, the game will LOAD automatically.**

FERRARI ENHANCER

Jon Barry **is obviously stuck on *GPC* (hardly surprising; it's a great game!). This program allows you to choose three NEW Ferraris. Type in the following listing and include the DATA list which corresponds with your choice of vehicle.**

```
0   REM GRAND PRIX CIRCUIT CAR ENHANCER
1   REM BY JON BARRY (c) 1989
2   :
3   FOR T=272 TO 404:READ A:C=C+A:POKE T,A
4   NEXT:IF C<>15110 THEN PRINT "ERROR":END
5   T=0:V=40536
6   READ A:IF A=0 THEN READ A,S:GOTO 16
7   POKE V+T,A:T=T+1:IF T<256 THEN 6
8   PRINT CHR$(5);CHR$(147);"LOAD";
9   PRINT CHR$(34);£GP";CHR$(34);",8"
10  PRINT:PRINT:PRINT:PRINT
12  PRINT "SYS 272":POKE 631,19
14  POKE 632,13:POKE 633,13:POKE 198,3:END
16
FOR X=1 TO S:POKE V+T,A:T=T+1:NEXT:GOTO 6
18  :
20  DATA 162,83,189,1,8,149,43,202,16
22  DATA 248,162,0,189,137,8,157,176
24  DATA 32,202,208,247,238,30,1,238
26  DATA 33,1,173,30,1,201,20,208,232
28  DATA 169,32,141,127,33,169,79,141
30  DATA 128,33,169,1,141,129,33,169
32  DATA 234,141,130,33,169,1,141,0,156
34  DATA 32,47,243,96,169,76,141,47,3
36  DATA 169,99,141,48,3,169,1,141,49,3
38  DATA 169,48,133,1,96,173,0,156,201
40  DATA 7,208,25,173,255,156,201,3,240
42  DATA 2,208,16,162,0,189,88,158,240
44  DATA 3,157,0,156,202,208,245,108,0,1
46  DATA 173,146,88,201,225,208,8,169,240
48  DATA 141,146,88,141,150,88,108,0,1
50  :
```

1987 TURBOCHARGED FERRARI

HI REVS – 12,000 NO.GEARS – 6 TOP SPEED – 237
RED LINE – 11,900 HIGH STABILITY

```
52  DATA 8,170,171,0,0,5,128,0,0,4,8
54  DATA 0,255,32,0,254,64,0,0,3,142
56  DATA 113,91,73,58,46,0,0,137,1
```

FUTUREBUG 2088

HI REVS – 25,000 NO.GEARS – 6 TOP SPEED – 239
RED LINE – NONE GLIDES ROUND CORNERS

```
52  DATA 8,255,240,0,0,5,255,0,0,4,24
54  DATA 0,255,32,0,254,64,0,0,3,160
56  DATA 132,105,94,74,64,0,0,137,1
```

SKIDPAN 180

HI REVS – 11,000 NO.GEARS – 5 TOP SPEED – 180
RED LINE – 11,000 LIKES CUTTING GRASS

```
52  DATA 7,152,152,0,0,5,36,0,0,3,41,1
54  DATA 0,140,28,0,150,16,0,170,7,180
56  DATA 0,190,10,0,200,10,0,190,5,184
58  DATA 184,180,170,170,170,160,160
60  DATA 160,0,150,10,0,0,3,162,141,121
62  DATA 90,54,0,0,137,2,2
```

Insert the Grand Prix Circuit **disk and RUN the program. The game should LOAD automatically. Choose the Ferrari on the *Options* screen and have fun racing around the track, beating everyone's records!**

GRAND PRIX CIRCUIT TIP

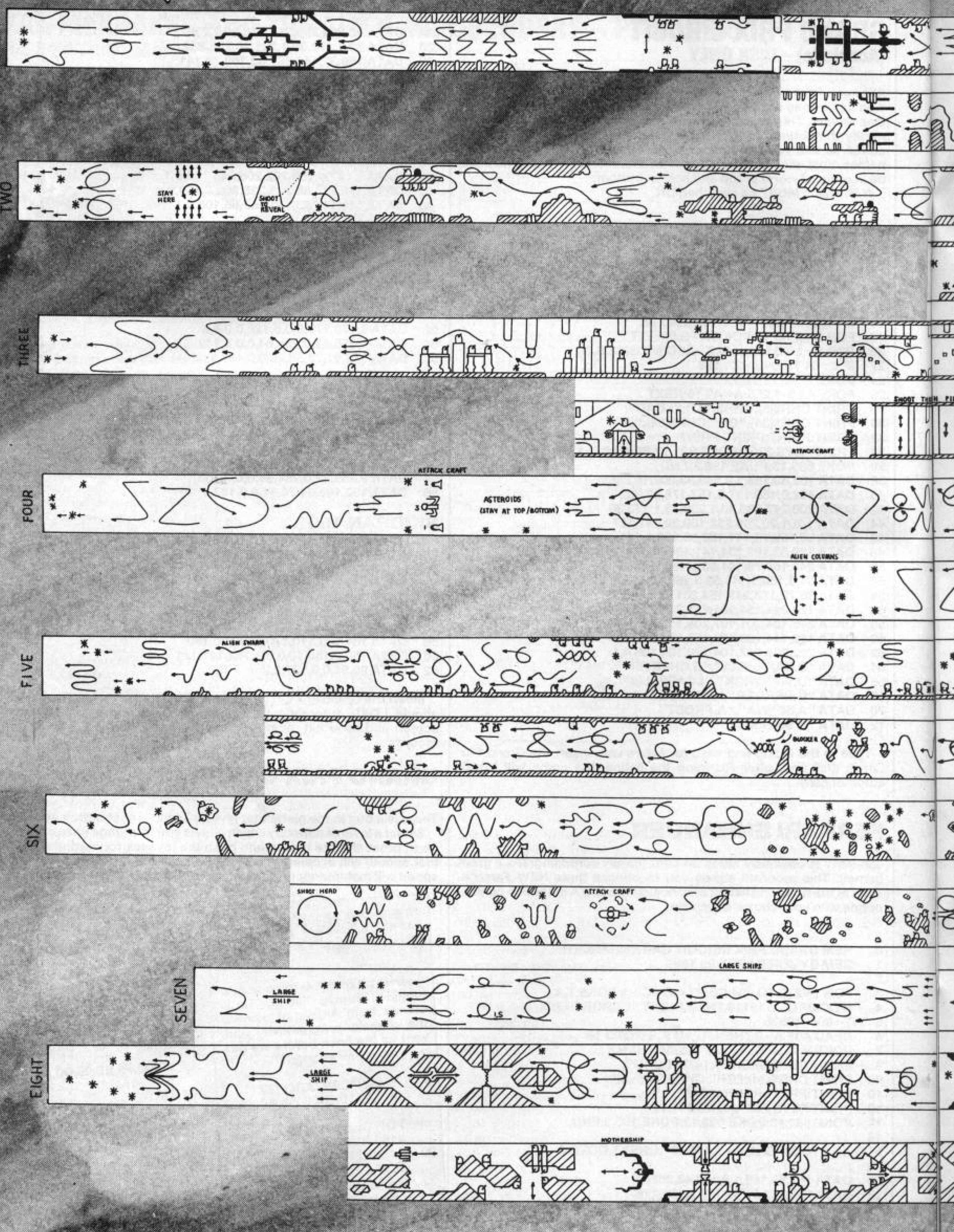
There is a bug in the game that gives a Turbo-Boost button effect.

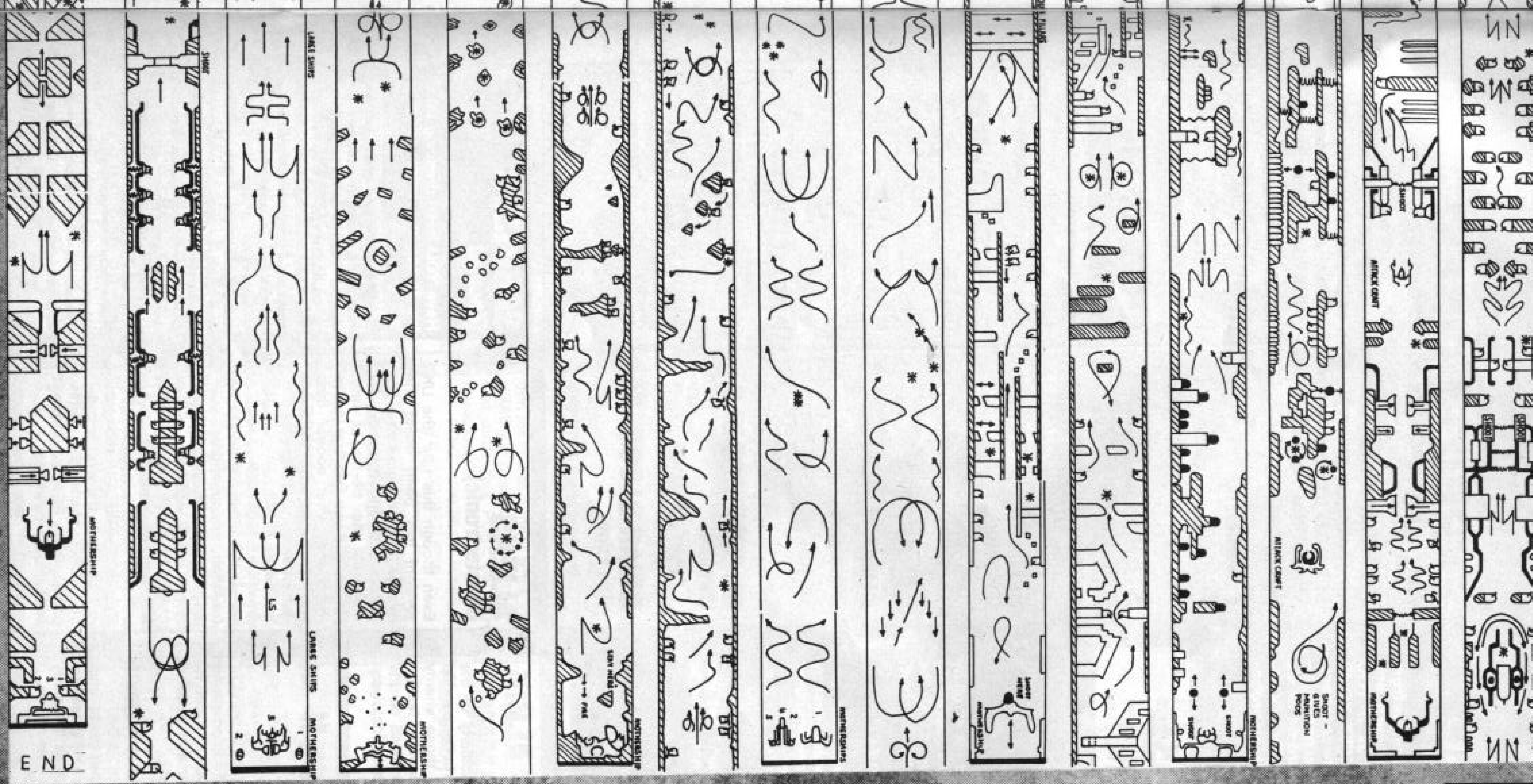
Select a level of difficulty which allows you to change gears: in top gear, press the fire button and push the joystick forward; the revs (not speed) will accelerate rapidly. Release the fire button and the speed will instantaneously catch up with the revs.

CAPTAIN FIZZ
(Psyclapse)

A short bit of drivel to go with a long(ish) music listing. T.A.X **comes from Aldershot, knows the game's programmer, and sent us the hack before we got the game. Fair enough?**

```
0   REM ***CAPTAIN FIZZ
    MUSIC HACK BY T.A.X***
10  FOR O=4096 TO
    4150:READ D$
20  L=ASC(LEFT$(D$,1)):L=L-
    55:IF L<5 THEN L=L+7
30  R=ASC(RIGHT$(D$,1)):R=
    R-55:IF R<5 THEN R=R+7
40  Q=(L*16)+R:POKE
    O,Q:NEXT
50  SYS 4137:END
100 DATA 78,
    EA,EA,EA,EA,A9,36,85
110 DATA
    01,20,00,A0,E6,01,AD,12,D
    0,C9
120 DATA
    80,D0,F9,EE,20,D0,A9,36,8
    5
130 DATA
    01,20,0C,A1,CE,20,D0,A9,3
    7
140 DATA 85,01,4C,0E,10
150 DATA
    A9,36,85,01,A9,0F,8D,19,A
    1,4C,00,10
160 DATA 00,00,00,00
```


ONE
TWO
STAY HERE
SHOOT TO REVEAL
THREE
ATTACK CRAFT
FOUR
ATTACK CRAFT
ASTEROIDS
(STAY AT TOP/BOTTOM)
ALIEN COLUMNS
FIVE
ALIEN SWARM
BLOCKER
SIX
SNAKE HEAD
ATTACK CRAFT
SEVEN
LARGE SHIP
LS
LARGE SHIPS
EIGHT
LARGE SHIP
MOTHERSHIP



ARMALYTE

MAPPED BY WILL

KEY

- ATTACK WAVE
- GUN
- MUNITIONS POD
- EGG
- WALKER
- BARRIER

POKE TIPS FOR MORONS!

I've received quite a few letter over the past few months from new 64 owners who 'can't reset their machine' to type in one of the POKEs. The reason for this problem is thus: IF YOU DON'T HAVE A RESET SWITCH YOU CAN'T RESET YOUR C64! Ask at your local computer store for one of these ingenious little devices, stating the type of computer you possess – they're around three pounds for the bog-standard 64 or six quid for the C64C. DON'T ATTEMPT TO RESET THE COMPUTER USING ANY OTHER METHOD – there's a high probability that you'll destroy your 64 in the process!

TIPS – THE RERELEASE REMIX (12" or CD Single)

COMMANDO
(Encore)

Old, even by budget standards, this badly-programmed but utterly brill coin-op conversion is still the reason for a not-inconsiderable number of tips enquiries.

Resetting the machine and typing

POKE 14631,0 (RETURN)
SYS 2128 (RETURN)

is the sure-fire way to gain access to a lot of lives.

DROPZONE
(ZZAP!/US Gold)

This one's real old, but it's been the most popular game in the ZZAP! offices the last few weeks and it's even on the ZZAP! mega-compilation. Anyway, lots of peeps who aren't called Robin Hogg find this awesome Defender clone a touch tough, four years after its original release. Fear not though, Randy comes to the rescue with this infinite lives POKE.

Load up Dropzone and reset your 64, then enter

POKE 1007,55:
POKE 1011,132:
POKE 1012,255 (RETURN)
SYS 6912 (RETURN)

to nudge the game back into play

BOMBJACK
(Encore)

I've always found Jack's antics a little tiresome, but it seems that I'm severely outnumbered. Oh well, these POKEs may help. Reset and type

POKE 5112,0 (RETURN)
SYS 3101 (RETURN)

for infinite lives

1942
(Elite)

Want to speed up the scroll by three times in this interesting WWII shoot-'em-up? LOAD the game and reset the machine, then type

POKE 5666,10 (RETURN)

How about permanent on-screen bullets, which destroy anything which strays into their path? Simple. Enter

POKE 8040,(5 to 24) (RETURN)

Invisible laser beam? Bet you didn't think they had those at Midway! Type in

POKE 11839,10 (RETURN)

And to start the action,

SYS 2640 (RETURN)

ACE II
(Cascade)

How about invincibility in the skies? It's really recommended (if only because those enemy planes move so damned fast!).

Type in *DUSTY BUG* on the high-score table, and Bob's your uncle. Ish.

BOMBJACK II
(Encore)

This sequel is, in my opinion, a much more challenging game than its predecessor. Which is why some of you may require this cheat.

Entering

POKE 7053,200 (RETURN)
SYS 39712 (RETURN)

after LOADing the game and resetting the machine gives the player lives as far as the mind can consciously contemplate.

EXPERT POKES!
(or rather, POKEs for Experts)

Or any other backup cartridge with a 'POKE' facility, for that matter. No SYS calls, so it's just a case of LOAD the game, press the little button on the side of the cartridge, slip in the cheat and restart the game! Jamie Clowes, you're a hero.

FIRELORD
(Hewson)

POKE 5721,173 (RETURN)
POKE 62302,173 (RETURN)

STARQUAKE
(Bubble Bus)

POKE 12820,165 (RETURN)
POKE 62786,181 (RETURN)

ELIDON
(Activision)

POKE 2831,173 (RETURN)
POKE 3849,173 (RETURN)

HERBERT'S DUMMY RUN
(Mikrogen)

POKE 4472,165 (RETURN)
POKE 4764,165 (RETURN)
POKE 11334,165 (RETURN)

BUBBLE BOBBLE
(Firebird)

POKE 1240,189 (RETURN)

BRIAN BLOODAXE
(The Edge)

POKE 38270,165 (RETURN)

SUPER PIPELINE II
(Taskset)

POKE 33106,173 (RETURN)

ATTACK OF THE MUTANT CAMELS
(Llamasoft)

POKE 10257,165 (RETURN)
POKE 11018,165 (RETURN)

CRYSTAL CASTLES
(US Gold)

POKE 41624,165 (RETURN)

DROPZONE
(US Gold)

POKE 3060,173 (RETURN)

BREAKTHRU
(US Gold)

POKE 6553,173 (RETURN)

SUPER ZAXXON
(US Gold)

POKE 44765,165 (RETURN)

ALIENS
(Mastertronic)

Even though this title (the UK version) has been doing the rounds for quite some time, it's still one of the most playable and enjoyable film tie-ins to date. However, if you find that you're dying somewhat sooner than you anticipated, reset the game and enter

POKE 42043,234:
POKE 42044,234:
POKE 42045,234 (RETURN)

for infinite ammo, and/or

POKE 42386,234:
POKE 42387,234:
POKE 42388,234 (RETURN)

for infinite stamina

SYS 38233 (RETURN) mixes the new code into the works, and (RESTORE) starts the game, once the READY prompt appears. Happy killing!

SABOTEUR
(Encore)

Have YOU been dressing from top to toe in a black, clinging suit?

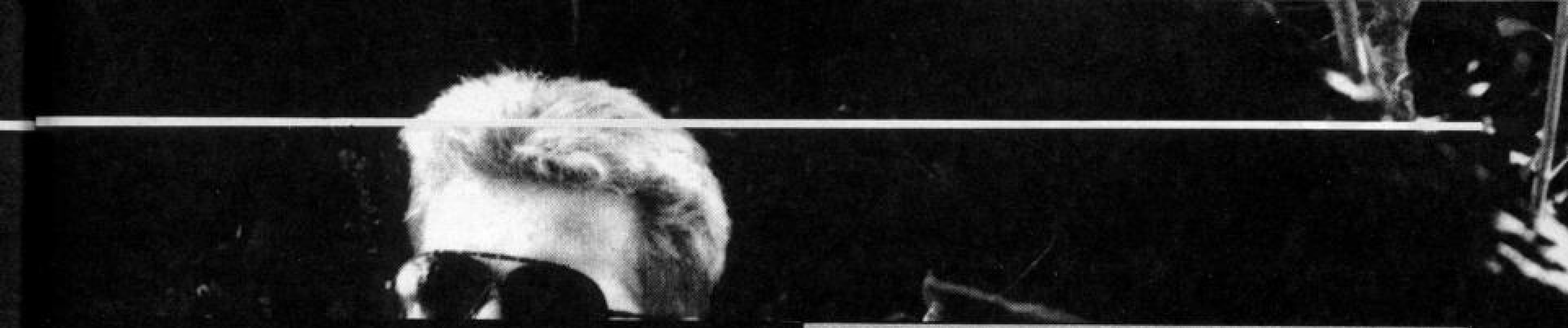
Have YOU been running about late at night, with such grace that you were almost gliding through the air?

Do you deal with hoodlums in a suitably vicious manner, using an array of obscure weapons?

If so, go away. The POKE below is only for people who aren't any good at this Durell rerelease, the sequel of which is also presently doing the rounds at £2.99. Reset the game and type

POKE 56325,255 (RETURN)
SYS 30735 (RETURN)

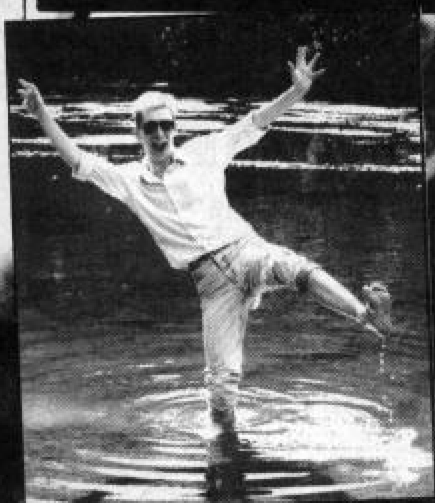
deals a mighty blow to criminals, by boosting your life count up to a massive 255. Who needs Batman, eh?



SANXION
(Rack-It)

After a highly successful spell at full-price, this top shoot-'em-up can now be found among the little boxes on the budget shelves and, very soon, on a Thalamus mega-compilation. And what better complement to an ace game than an ace infinite lives listing? Simply type in the program below (remembering to SAVE it for later use), then insert the Sanxion tape, RUN the cheat and press play on the C2N. Easy, when you know how!

```
0    REM INFINITE LIVES FOR
     SANXION
10   A=49152
15   FOR T=0 TO 92:READ Z
20   POKE
     A+T,Z:L=L+Z:NEXT T
30   IF L<>11511 THEN PRINT
     "ERROR IN DATA":END
40   S=679
45   FOR Y=0 TO 45:READ F
50   POKE
     S+Y,F:P=P+F:NEXT Y
55   IF P<>5581 THEN PRINT
     "ERROR IN DATA":END
65   PRINT CHR$(147) "INSERT
     SANXION CASSETTE THEN
     PRESS ANY KEY"
70   GET K$:IF K$="" THEN 70
75   SYS 49152
85   DATA
     169,1,170,168,32,186,255
90   DATA 169,0,32,189,255
100  DATA 169,1,32,213,255
110  DATA
     120,160,171,169,3,89,80,3,
     153
120  DATA 80,3,136,208,247
130  DATA
     169,76,141,162,3,169,58,14
     1
135  DATA
     163,3,169,192,141,164,3
140  DATA
     169,27,141,13,220,169,0
145  DATA 162,144,76,83,3
150  DATA
     169,76,133,232,169,73,138
155  DATA
     233,169,192,133,234,76,12
     1,3
160  DATA
     169,76,141,191,3,169,167,1
     41,192,3
165  DATA
     169,2,141,193,3,169,96,133
     ,232,96
170  DATA
     104,104,169,169,141,191,3,
     169
175  DATA
     16,141,192,3,169,44,141,19
     3,3
180  DATA
     169,76,133,232,169,199,13
     3
185  DATA
     233,169,2,133,234,76,153,0
190  DATA
     169,234,141,62,55,141,63,5
     5
195  DATA 141,64,55,76,112,150
```



SCOOBY DOO
(Encore)

Surprised that this one ever got onto the full-price market, never mind budget. I wonder if Shaggy smokes rollies? There's a question for you to ponder while you LOAD the cassette, reset the 64 and enter this POKE for unlimited Doo's.

```
POKE 7450,96 (RETURN)
SYS 2560 (RETURN)
```

to restart the game.

MANIC MINER
(Mastertronic)

Yeah! The classic platform game which received a Silver Medal from myself and Maff not too far back is given a quick rub down and a spot of light lunch, thanks to this one-liner (or four).

Reset the machine after LOADing the tape, and type

```
POKE 16573,234 (RETURN)
POKE 16572,234 (RETURN)
POKE 16571,234 (RETURN)
SYS 16384 (RETURN)
```

and pick yourself up a lovely bunch of lives. An infinite amount, in fact!

TRAPDOOR
(Alternative)

The telly show's great, so it comes as a bit of a surprise to find that the game's a lot of fun, too. And at under two quid, you'd be a bit of a divvy to miss it! Especially now that you have access to a triff infinite lives POKE.

Simply load the game and reset the machine before entering

```
POKE 14914,96 (RETURN)
SYS 14336 (RETURN)
```

to restart

RAMBO
(Hit Squad)

It got a Silver Medal from my very own self last issue and now I'm printing the classic music construction kit listing for all new owners of this veteran amongst Commando clones.

```
10   PRINT CHR$(147)
20   FOR A=304 TO 317:READ
     B:POKE A,B:NEXT A
30   FOR C=32768 TO
     32855:READ D:POKE
     C,D:NEXT C
40   POKE 53280,0
50   SYS 32768
100  DATA
     173,0,160,141,0,64,169
110  DATA
     55,133,1,76,226,252,0
120  DATA
     169,128,133,157,160,1,152
130  DATA
     170,32,186,255,169,0,133
140  DATA
     183,32,213,255,169,31,141
150  DATA
     150,3,169,128,141,151,3
160  DATA
     76,99,3,32,76,128,169
170  DATA
     54,141,225,65,162,0,189
180  DATA
     55.128.157.228.65.232.224
190  DATA
     32,208,245,76,0,64,173
200  DATA
     0,64,141,0,160,169,11
210  DATA
     141,17,208,76,84,164,70
220  DATA
     79,82,69,83,84,33,169
230  DATA
     48,141,60,65,169,1,141
240  DATA
     61,65,96,234,234,234,234
```

SAVE the listing to tape for future use, then RUN the program. It's at this stage that you insert the Rambo cassette into the C2N and press play. The game won't run after LOADing – type

```
SYS 16863 (RETURN)
```

when it resets: You are ready to use the music system!

Pressing '1' gives access to the following:

- Q – EFFECT
- O – EFFECT
- H – SHORT TUNE
- W – JINGLE
- P – EFFECT
- J – SHORT TUNE
- E – JINGLE
- S – EFFECT
- K – SHORT TUNE
- R – EFFECT
- D – MUSIC
- L – SHORT TUNE
- T – EFFECT
- F – MUSIC
- X – EFFECT
- Y – EFFECT
- G – SHORT TUNE
- N – EFFECT
- M – MUSIC

While '2' lets you use

- E – EFFECT
- D – DRUMS
- B – SHORT TUNE

Stop the tune/effect by hitting the Space Bar.

Fast forward the tune playing with the 'Up Arrow' key.

RETURN turns the three voices off or on.

E.g. Have either all three voices playing, one, two or three on their own, or one and two, two and three or one and three together.

NINJA COMMANDO
(Zeppelin)

Zarch has been a busy little beaver this month, hasn't he.

```
10   FOR I=4096 TO 4124:READ
     A$
20   L=ASC(LEFT$(A$,1)):L=L-
     55:IF L<5 THEN L=L+7
30   R=ASC(RIGHT$(A$,1)):R=
     R-55:IF R<5 THEN R=R+7
40   V=(L*16)+R:POKE
     I,V:NEXT
50   SYS 4096
60   DATA
     78,A9,35,85,01,A9,00,8D,01
     ,4D
70   DATA
     AD,12,D0,C9,64,D0,F9,EE,
     20,D0
80   DATA
     20,00,4D,CE,20,D0,4C,0A,1
     0
```

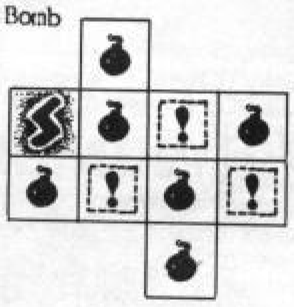
STORMLORD
(Hewson)

The highly-rated Hewson collect-'em-up has its tunes ripped out, courtesy of Zarch,

```
10   FOR I=4096 TO 4124:READ
     A$
20   L=ASC(LEFT$(A$,!)):L=L-
     55:IF L<5 THEN L=L+7
30   R=ASC(RIGHT$(A$,1)):R=
     R-55:IF R<5 THEN R=R+7
40   V=(L*16)+R:POKE
     I,V:NEXT
50   PRINT "POKE 4102,0 OR 1
     FOR DIFFERENT TUNES"
60   PRINT "THEN SYS 4096 TO
     HEAR YOUR SELECTION!"
70   DATA
     78,A9,35,85,01,AA9,00,20,9
     B,AA
80   DATA
     AD,12,D0,C9,64,D0,F9,EE,
     20,D0
90   DATA
     20,A1,AA,CE,20,D0,4C,0A,
     10
```

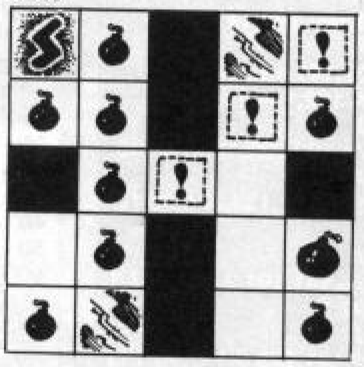
BOMBUZAL

1\. Bomb

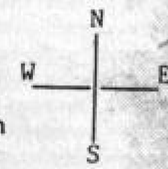


South one tile
Set off bomb, move East
East one tile
Set off bomb, move East
North one tile
Set off bomb, move West
West one tile
Set off bomb, move West

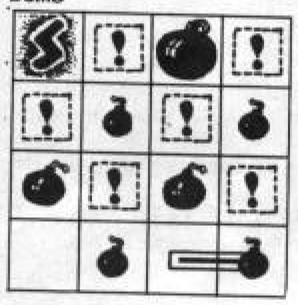
2\. Bomb



East one tile
South three tiles
West one tile
South one tile
Set off bomb, move North
East one tile
North one tile
Set off bomb, move East
East one tile, South two tiles,
East one tile
Set off bomb, move West

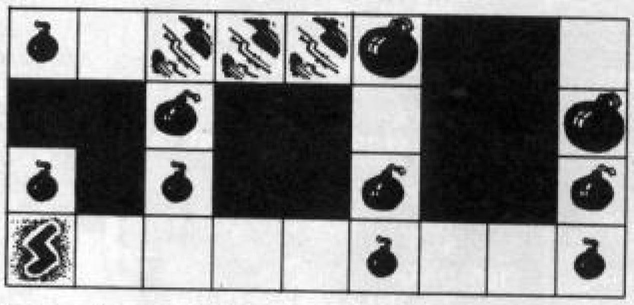


3\. Bomb



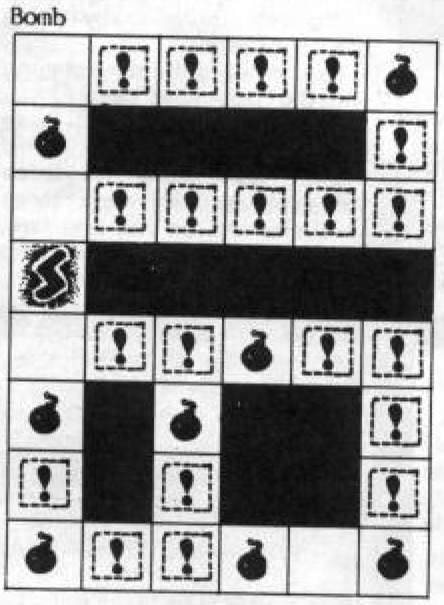
South three tiles
East three tiles
Pick up Bomb
West one tile
Put down Bomb
Set off bomb, move East

4\.



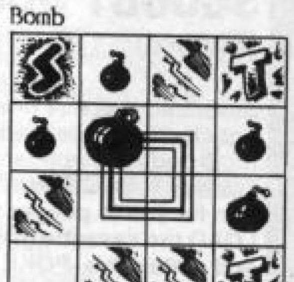
Bomb
North one tile.
Set off bomb, move
South. East five tiles
North three tiles
West five tiles
Set off bomb, move
East. East over ice.
South three tiles
East three tiles
Set off bomb, move
West. West two tiles, Set off bomb, move West. West two tiles,
North one tile, Set off bomb, move South.

5\. Bomb



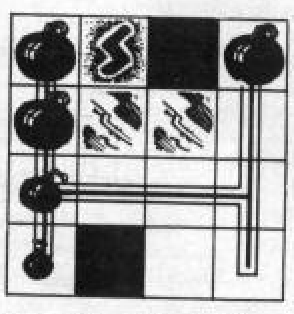
North two tiles
Set off bomb, move North
East five tiles
Set off bomb, move South
South one tile
West five tiles
South three tiles
Set off bomb, move South
South one tile
Set off bomb, move East
East two tiles
Set off bomb, move East
East one tile
Set off bomb, move North
North two tiles
West two tiles
Set off bomb, move West
South one tile, Set off bomb, move South.

6\. Bomb



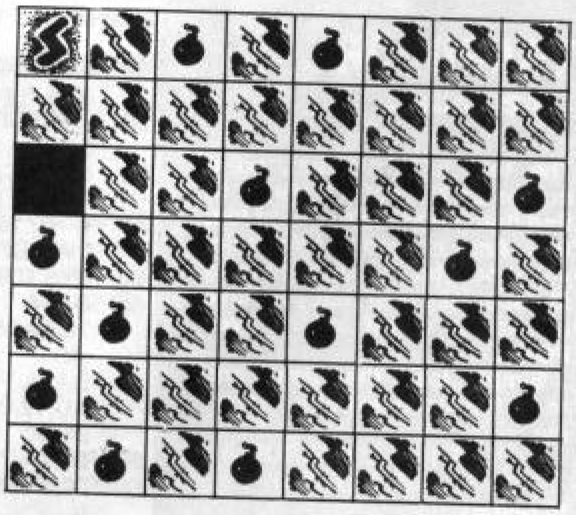
South one tile
East one tile
Pick up Bomb
East one tile
Put down Bomb
East one tile
Set off bomb, move North
into Teleport.

7\.



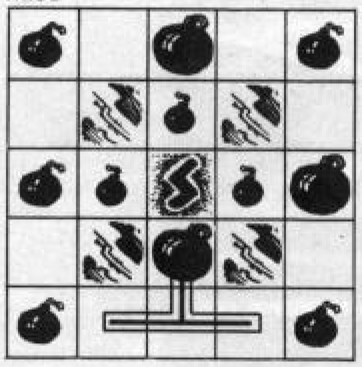
Bomb
South two tiles
West one tile
Pick up Bomb
East three tiles
North one tile
Put down Bomb
South one tile
West three tiles
South one tile
Pick up Bomb
North one tile, East three tiles, South one tile
Put down Bomb. North two tiles, Pick up Bomb.
South one tile, West two tiles, Put down Bomb.
East two tiles, South one tile, Pick up Bomb.
North one tile, West one tile, Put down Bomb.
Set off bomb, move South.

8\.



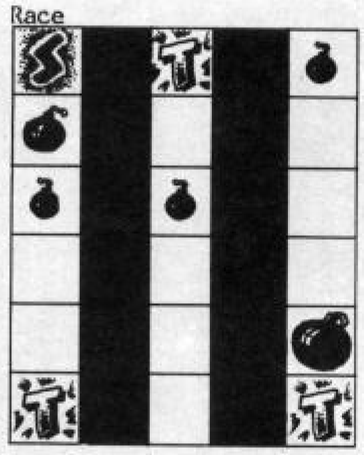
Race
East four tiles, South over Ice
West over Ice, South over Ice
East over Ice, North over Ice
East over Ice, South over Ice
West over Ice, North over Ice
East over Ice
Set off bomb, move West
Set off bomb, move South
Set off bomb, move East
Set off bomb, move North
Set off bomb, move West
Set off bomb, move South
Set off bomb, move West
Set off bomb, move North
Set off bomb, move East
Set off bomb, move North
Set off bomb, move West, Set off bomb, move West .

9. Race



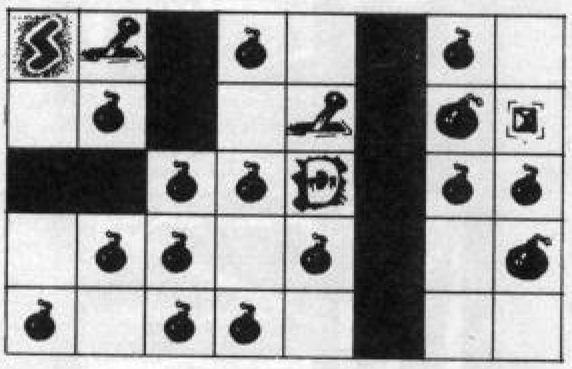
South one tile
Pick up Bomb
South one tile
East one tile
Put down Bomb
West one tile
North two tiles
West one tile
Set off bomb, move South

10. Race



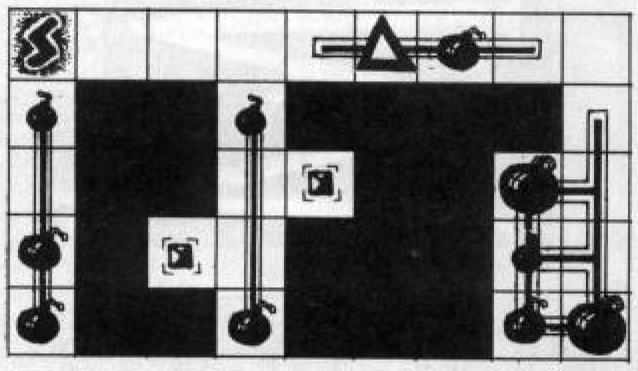
South five tiles into Teleport.
North three tiles
Set off bomb, move North
North into Teleport.
Set off bomb, move South
South three tiles
Set off bomb, move South into Teleport.
South two tiles
Set off bomb, move South.

11.



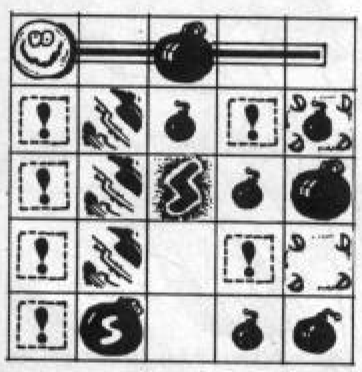
Race
South one tile
East one tile
Set off bomb, move North
Set Switch,
East two tiles
Set off bomb, move South
South three tiles (avoiding Dexter)
West three tiles
Set off bomb, move North
East three tiles
North one tile
Set off bomb, move East. (This should have got rid of the Dexter) South one tile, Set off bomb, move North. North one tile, Set Switch, East two tiles, North one tile, Set off bomb, move East.

12.



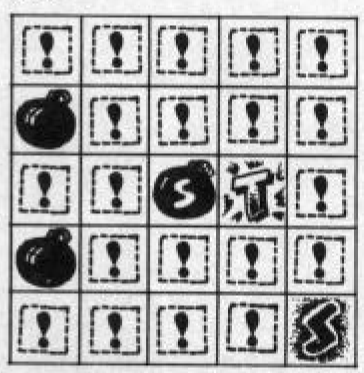
Race
South one tile
Pick up Bomb
South one tile
Put down Bomb
Set off bomb, move North
North one tile
East three tiles
South four tiles
Pick up Bomb
North two tiles
Put down Bomb
North one tile
Set off bomb, move North. East three tiles, Pick up Bomb, East one tile Put down Bomb. East one tile, South three tiles, West one tile, Pick up Bomb. East one tile, North one tile, Put down Bomb. West one tile, South two tiles, Pick up Bomb. North one tile, East one tile, Put down Bomb. North one tile, West one tile, Pick up Bomb. South one tile, Put down Bomb. East one tile, North one tile, Set off bomb, move North.

13.



Race
South two tiles
West one tile
Set off bomb, when small, mov East
North four tile
Pick up Bomb
East two tiles
Put down Bomb
West four tiles
Activate Bubble
(The following movements will be Bubble's, not yours) East four tiles, Set off bomb (end of Bubble)

14. Race



West two tiles
North two tiles
Set off bomb, when large move East into Teleport.

Key



MILLENNIUM 2.2



BREEDING SPEEDS

Human(oid)	: normal
Martian	: extremely fast
Hydrogoid	: normal
Nitroid	: extremely fast
Sulphuroid	: fast
Methanoid	: fast

(Activision)

This Sizzling colonisation 'experience' can be completed using a number of different strategies. Here's one of them – sent in by Anton Van Deurzen **of Hoogvliet, Holland.**

Getting Started

◆ First get maximum power by building all the solar panels (MK1, MK2, etc)

◇ **If you have insufficient power try switching on the previous build panel or switch off Resources.**

◆ If Production says you have a material shortage, then check that Resources is switched on. If not, switch it on and advance a few days.

◇ **Build six to eight Grazers and send them to the asteroids. If the bulletin-board says one of them has a mineable asteroid, switch to him, take the load and send him to the moon. When the moon is reached, land, unload it and send it back to the asteroids.**

◆ Once you have a few colonies you can use the Grazers to transport materials from other colonies to the Moon.

◇ **Build a bunker and store an MKX in it.**

◆ As soon as you have the materials, build about three nodules to increase the life-support's capacity.

◇ **Additionally, build a Waverider, too – you will need a fast ship later on in the game.**

◆ While advancing through the days, try to keep Production busy. After all, a Production factory which does not produce is worthless!

Building Colonies

◇ **Always remember that you cannot build a colony unless you have some information on the planned location.**

◆ Information is gleaned by first sending a probe to a planet then, as soon as it gets there, setting up Research.

◇ **Try to send to each base a Carrack with a solagen bigger than MK1 and a few fighters.**

◆ When the base has reached the set location, land. A colony will be established.

◇ **Always switch on Resources first. If you have insufficient power, activate a larger MK and, when you have a man-shortage, advance a few days (how many days you can estimate using the breeding speeds diagram).**

◆ Once you have some Uranium (check the table to find its whereabouts) you can build and send some very handy orbital lasers, too!

Combat Fighting

◇ **Keep the left-hand mouse button pressed (for autofire) and keep the enemy in your sights – it is VERY difficult to relocate him.**

◆ Obviously, launch a fighter at defences before you engage in Combat.

◇ **Pressing the right-hand mouse button stops your fighter moving in any direction.**

◆ It is always better to have at least two orbital lasers at any base. With these, you need only to look on the radar, wait for the enemy to reach the innermost circle and press the fire icon. Not all of the enemies will be destroyed, but the few that are left can be taken out with either another burst of laser-fire or a missile.

N.B. Each laser can be used only ONCE!

The Scenario

◇ **The first colony will find the plans for a Fleet-carrier.**

◆ A colony will become infected with an unknown virus. Research the vaccine and produce it. Then send the Waverider (loaded with the vaccine) to the infected colony. Do NOT forget to unload the Waverider once it has arrived at its destination.

◇ **Build the Fleet-carrier as soon as possible with the help of Resources at other colonies.**

◆ Meanwhile, keep them on strength by maintaining the amount of at least two fighters and two orbital lasers.

◇ **As soon as the Fleet-carrier is finished, load it with as many fighters as you need. With 30 fighters it is full, but you are unlikely to need that many. Head for Mars.**

◆ The Fleet-carrier will be attacked once it reaches the Red Planet. Take control of the carrier, launch the fleet and take out the enemy.

◇ **Keep Mars in your sights and the next enemy fighter will be right in front of you. Make sure that you do not lose sight of the planet.**

◆ Once the enemy has been destroyed, and the Fleet-carrier announces that it is in orbit, start a colony there and on Triton.

◇ **If you want to, take back from the colonies all of your fighters and lasers because they stand little chance of being attacked – Mars has been conquered. You cannot dismantle them, but you can ship them to Defences.**

◆ The Martian colony will find plans for a Terraformer. That is the reason for the need for a base on Triton. The Terraformer needs Chronium, and Triton is the only place at which it can be found.

◇ **The Terraformer's weight is 1060 tons and the biggest transporter you have, the Fleet-carrier, can handle only 1050 tons maximum. Don't panic. A few days later, Research will come up with an idea – to rebuild the Fleet-carrier in order to transport the Terraformer to Earth.**

◆ Before returning to the moon-base to modify the Fleet-carrier, send around 200 men as crew, in ships in orbit around Earth. It isn't absolutely necessary to wait in Earth's orbit; the planet is simply the closest.

◇ **A huge force of Martians will storm you whilst the Fleet-carrier is out of service. Destroy as many as possible with your orbital lasers and let the remainder attack. Everyone in Life-Support will perish, meaning you have insufficient workers to complete the rebuilding of the Fleet-carrier.**

◆ Retrieve the MKX from the bunker and activate it; your Fleet-carrier is untouched by the attack.

◇ **Send all of your ships back to the moon-base and dismantle them. You now have people in Life-Support, enough to finish the building work. It should be finished in a couple of days.**

◆ Load the Terraformer into the Fleet-carrier and send it to Earth. Land and wait.

◇ **During this time, all of your colonies will declare independance – this is of no importance. Keep advancing the days until the bulletin-board says that Earth is ready.**

◆ Base a colony on Earth and advance a few days.

YOU HAVE COMPLETED MILLENNIUM 2.2!!!

THE CHARLEY KNIGHT MEGA-MUZIX ROUTINE

```
10  RESTORE:F=2560
20  READ A:IF A=-1 THEN 40
30  POKE F,A:F=F+1:GOTO 20
40  READ R:SYS R
50  DATA 120,169,10,141,21,3,169,30,141,20,3,169,0,141,14,220,16
    9,241,141, 26,208
60  DATA 169,15,141,24,212,88,76,27,10,169,1,141,25,208,169,128,
    141,18,208 ,169,27
70  DATA 141,17,208,169,53,133,1,169,1,141,32,208,32,77,10,169,
    55,133,1,16 9,0
80  DATA 141,32,208,76,49,234,169,225,141,40,3,76,0,10
```

Well that's the master. But how do you use it? Easy, if you follow the instructions!

1. LOAD the game
2. RESET the machine
3. Enter the listing (either type it in or LOAD it if previously SAVEd)
4. Type in the DATA line relevant to the program
5. RUN the listing
6. Sit back, listen to the music and get spaced-out by the raster lines!

THE CHARLEY KNIGHT MUSIC THINGIES!

What's this? An eight-line program which allows you to hack the music out of a staggering amount of games? Surely it can't be done, no no no no no! Yes yes yes yes yes!!!. Charles Knight of Edmonton has devised this fabulous listing, as well as coming up with the DATA statements for no less than FORTY-ONE TITLES! Well, technically there's only thirty-eight games, but there are 41 pieces of music. Anyway, let's dispense with the formalities, shall we? On with the listing!

1) DENARIS
(Rainbow Arts)
90 DATA 32,235,129,96,-1,2629

2) THUNDERCATS
(Elite)
90 DATA 32,18,224,96,-1,2629

3) DELTA – LOAD
(Thalamus)
90 DATA 32,17,192,96,-1,2629

4) DELTA – GAME
(Thalamus)
90 DATA 32,233,189,96,-1,2629

5) LAST NINJA II
(System 3)
90 DATA 32,2,64,96,-1,2629

6) QUEDEX
(Thalamus)
90 DATA 32,240,139,96,-1,2629

7) MONTY MOLE
(Gremlin)
90 DATA 32,23,128,96,-1,2629

8) AUF WIEDERSEHEN MONTY
(Gremlin)
90 DATA 32,15,228,96,-1,2629

9) THING ON A SPRING
(Gremlin)
90 DATA 32,18,192,96,-1,2629

10) INVADALOAD
(Mastertronic)
90 DATA 32,21,224,96,-1,2629

11) LIGHT FORCE
(FTL/Gargoyle)
90 DATA 32,196,240,96,-1,2629

12) SUBTERRANEA
(Alternative)
90 DATA 32,45,45,96,-1,2629

13) NINJA
(Mastertronic/MAD)
90 DATA 32,20,200,96,-1,2629

14) SHOCKWAY RIDER
(FTL/Gargoyle)
90 DATA 32,14,237,96,-1,2629

15) SHADOWFIRE
(Beyond)
90 DATA 32,47,237,96,-1,2629

16) MUTANTS
(Ocean)
90 DATA 32,23,224,96,-1,2629

17) KRAKOUT
(Gremlin)
90 DATA 32,1,224,96,-1,2629

18) I' BALL
(Firebird)
90 DATA 32,9,224,96,-1,2629

19) SKATE OR DIE
(Electronic Arts)
90 DATA 32,129,69,96,-1,2629

20) TETRIS
(Mirrorsoft)
90 DATA 32,27,96,96,-1,2629

21) BMX SIM
(Codemasters)
90 DATA 32,227,22,96,-1,2629

22) AIRWOLF
(Elite/Encore)
90 DATA 32,221,58,96,-1,2629

23) ROADWARS
(Melbourne House)
90 DATA 32,1,160,96,-1,2629

24) SOLOMON'S KEY
(US Gold)
90 DATA 32,84,193,96,-1,2629

25) MAG MAX
(Ocean)
90 DATA 32,44,240,96,-1,2629

26) OUTRUN
(US Gold)
90 DATA 32,105,176,96,-1,2629

27) MARIO BROS
(Ocean)
90 DATA 32,44,128,96,-1,2629

28) EXOLON
(Hewson)
90 DATA 32,23,46,96,-1,2629

29) TANGENT
(Ygiagam)
90 DATA 32,11,170,96,-1,2629

30) CYBERNOID
(Hewson)
90 DATA 32,6,174,96,-1,2629

31) R-TYPE
(Electric Dreams)
90DATA 32,0,104,96,-1,2629

32) BANGKOK KNIGHTS
(System 3)
90 DATA 32,15,128,96,-1,2629

33) ZOOLOOK
(Compunet Demo)
90 DATA 173,234,68,201,128,240,4,32,19,64,96,169,64,141,234,68,96,-1,262 9

34 SANXION (LOADING)
(Thalamus)
90 DATA 32,9,240,96,169,64,133,248,,76,69,10,-1,2641

35) SANXION (GAME)
(Thalamus)
90 DATA 32,21,192,96,-1,2629

36) ARMALYTE
(Thalamus)
90 DATA 32,89,192,96,32,0,192,76,69,10,-1,2641

37) MARAUDER
(Hewson)
90 DATA 32,0,128,96,32,37,128,76,69,10,-1,2641

38) ROLLING THUNDER
(US Gold)
90 DATA 32,17,19,32,17,19,96,-1,2629

39) DOMINATOR (LOADING)
(System 3)
90 DATA 32,2,224,96,-1,2629

40) DOMINATOR (GAME)
(System 3)
90 DATA 32,2,192,96,169,TUNE,141,0,192,76,69,10,-1,2641

41) COMMANDO
(Elite/Encore)
90 DATA 32,18,80,96,169,TUNE,32,12,95,76,69,10,-1,2641

MARTIN WALKER DEMO
(ZZAP! Megatape 5)

Crumbs and crikey! More stuff for the ZZAP! Megatape, this time a routine which brings forth a whole new tune on the Axe-Man's aural offering. And it's from Phi in Cheddar. Wonder if he's as cheesy as his home-town?

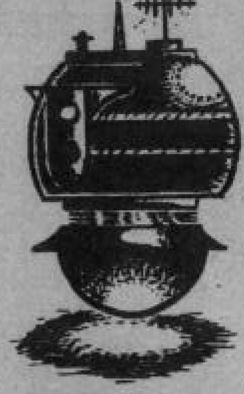
```
10  REM ****MORE MUSIC
    FOR WALKER DEMO****
20  REM ***************BY PHI***
    ************
30  FOR T=49152 TO
    49188:READ A:POKE T,A
40  C=C+A:NEXT T
50  IF C=4537 THEN SYS
    49152
60  PRINT "DATA ERROR"
70  DATA
    169,1,170,168,32,186,255,4
    1,0,32
80  DATA
    189,255,32,213,255,169,96,
    141
90  DATA
    252,2,32,224,2,162,7,189,2
    12,64
100 DATA
    157,204,64,202,16,247,76,1
    3,8
```

Run the listing and LOAD the demo, and when you select tune number one, a brand new ditty is ready and waiting just for YOU! Strange but true, this world we live in.

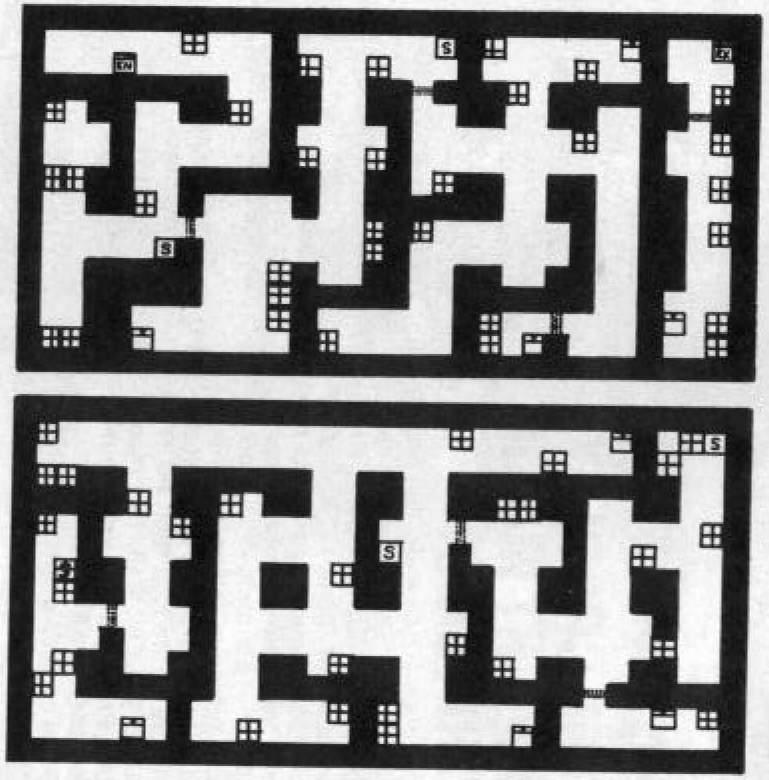
CITADEL

Compiled and drawn by Andrew Roberts
PMT'ed by Mel Fisher – International Treasure Hunter

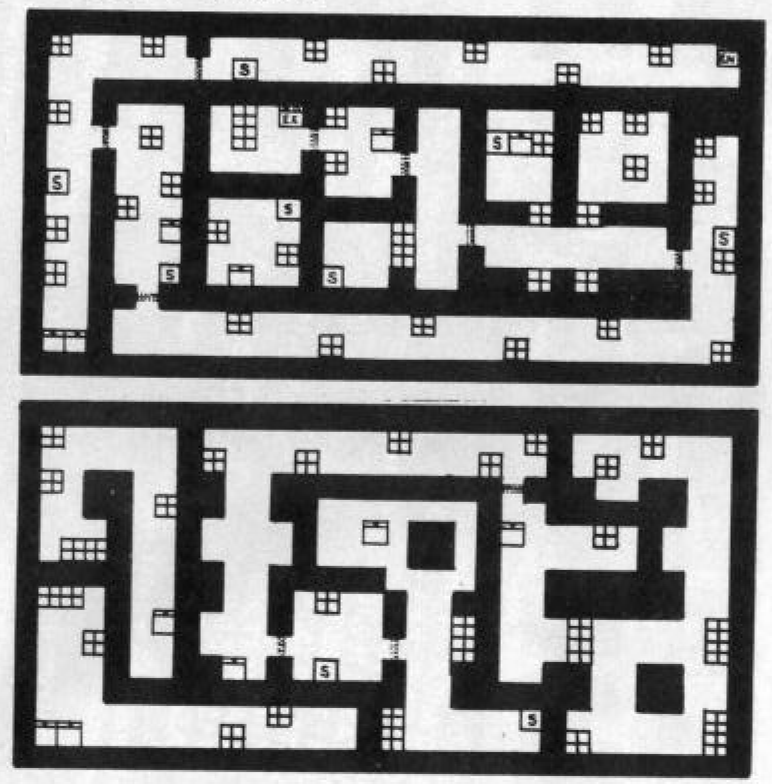
- FORCE BEAM
- EN ENTRANCE
- TRAP
- EX EXIT
- S SWITCH
- LIFT



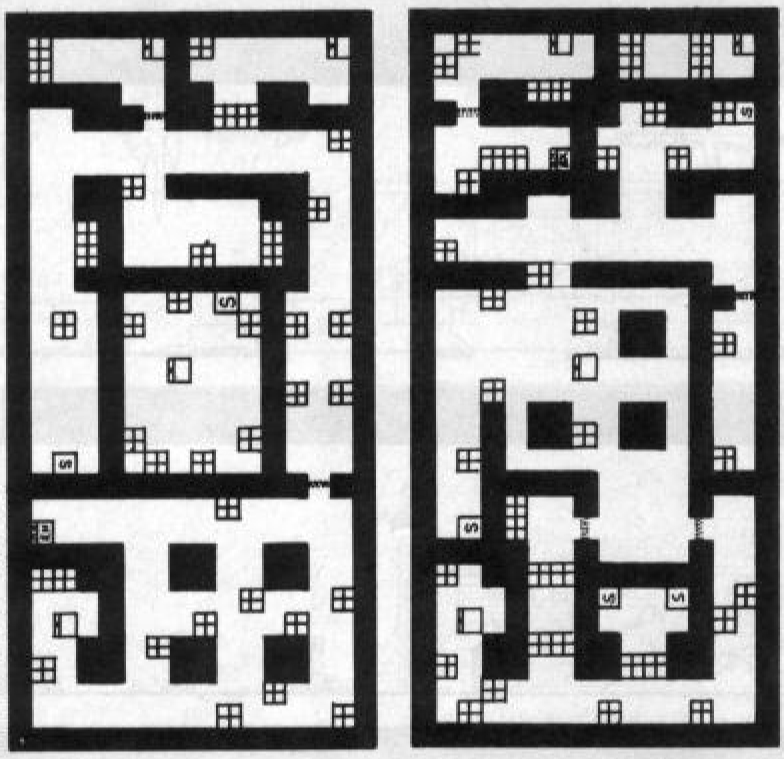
LEVEL ONE – ALIEN



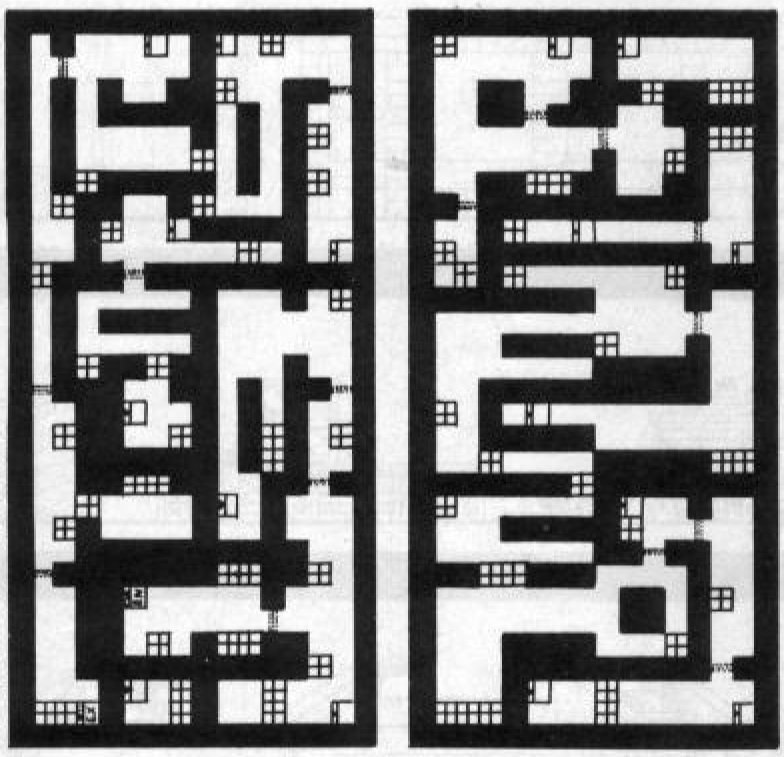
LEVEL TWO – ARMOUR



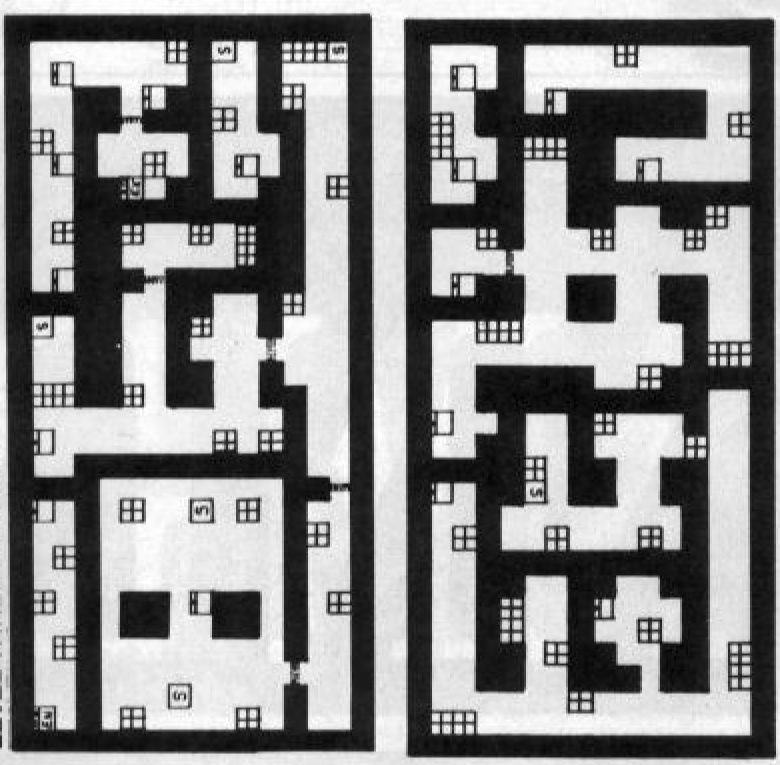
LEVEL FIVE – ARENA



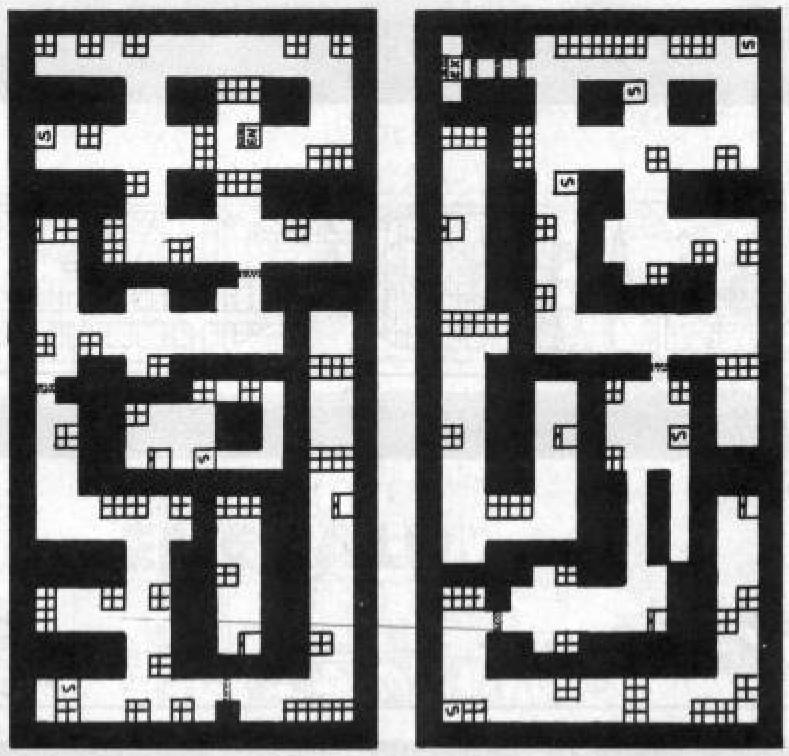
LEVEL FOUR – CHAMBER



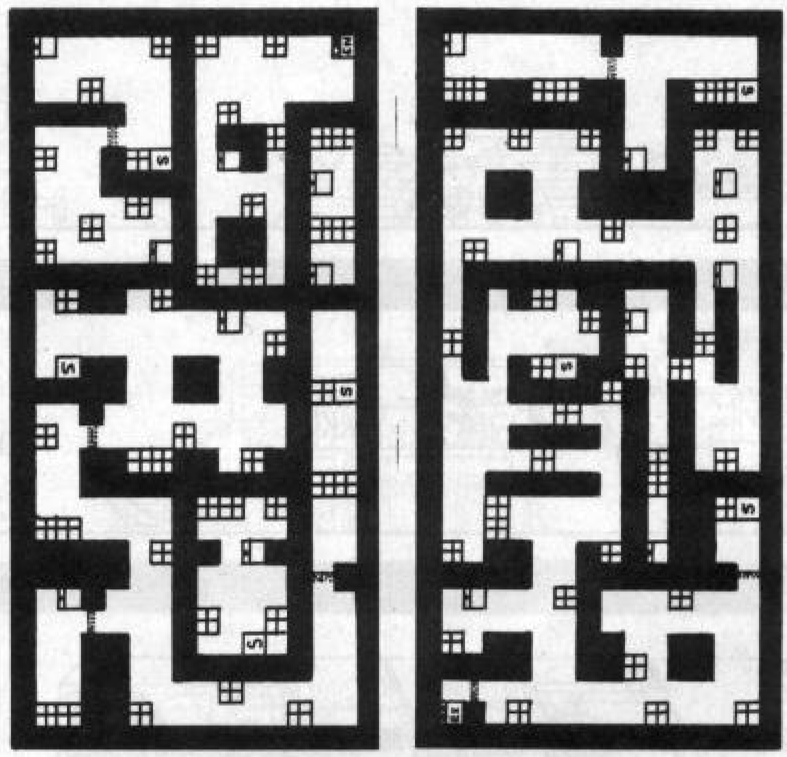
LEVEL THREE – BRASS



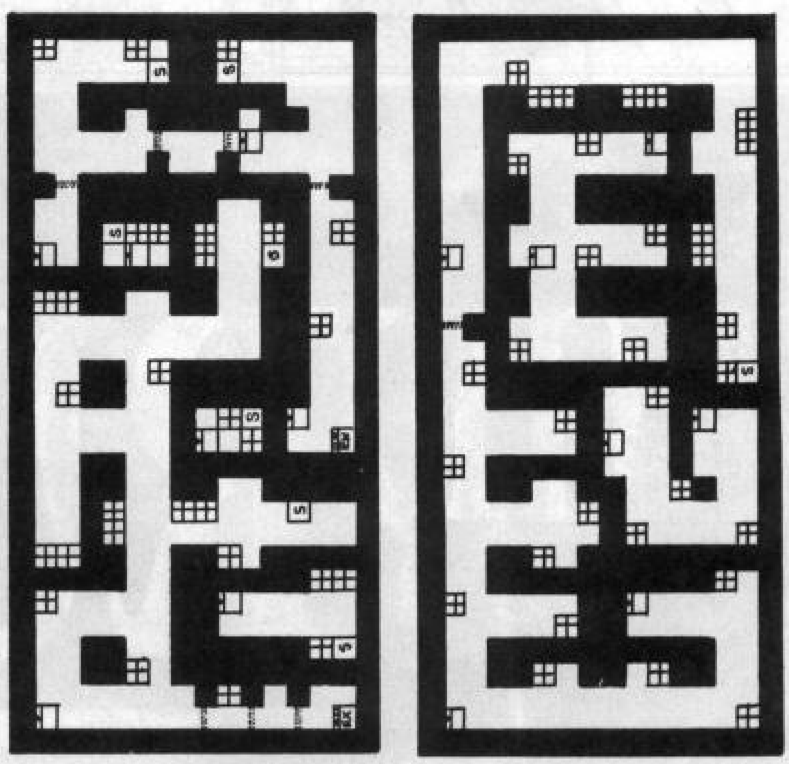
LEVEL EIGHT – GOTHIC

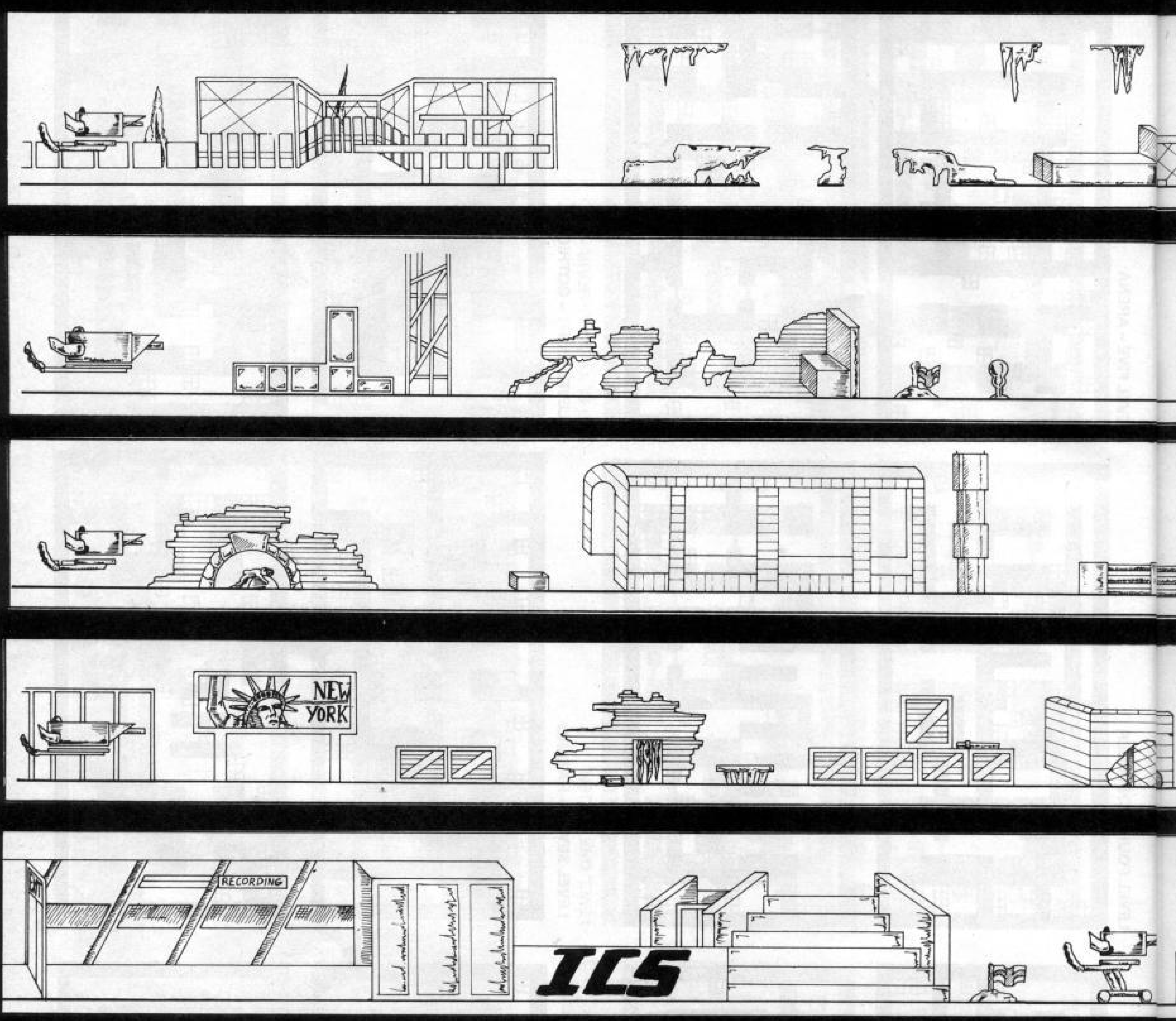


LEVEL SEVEN – HAZARD

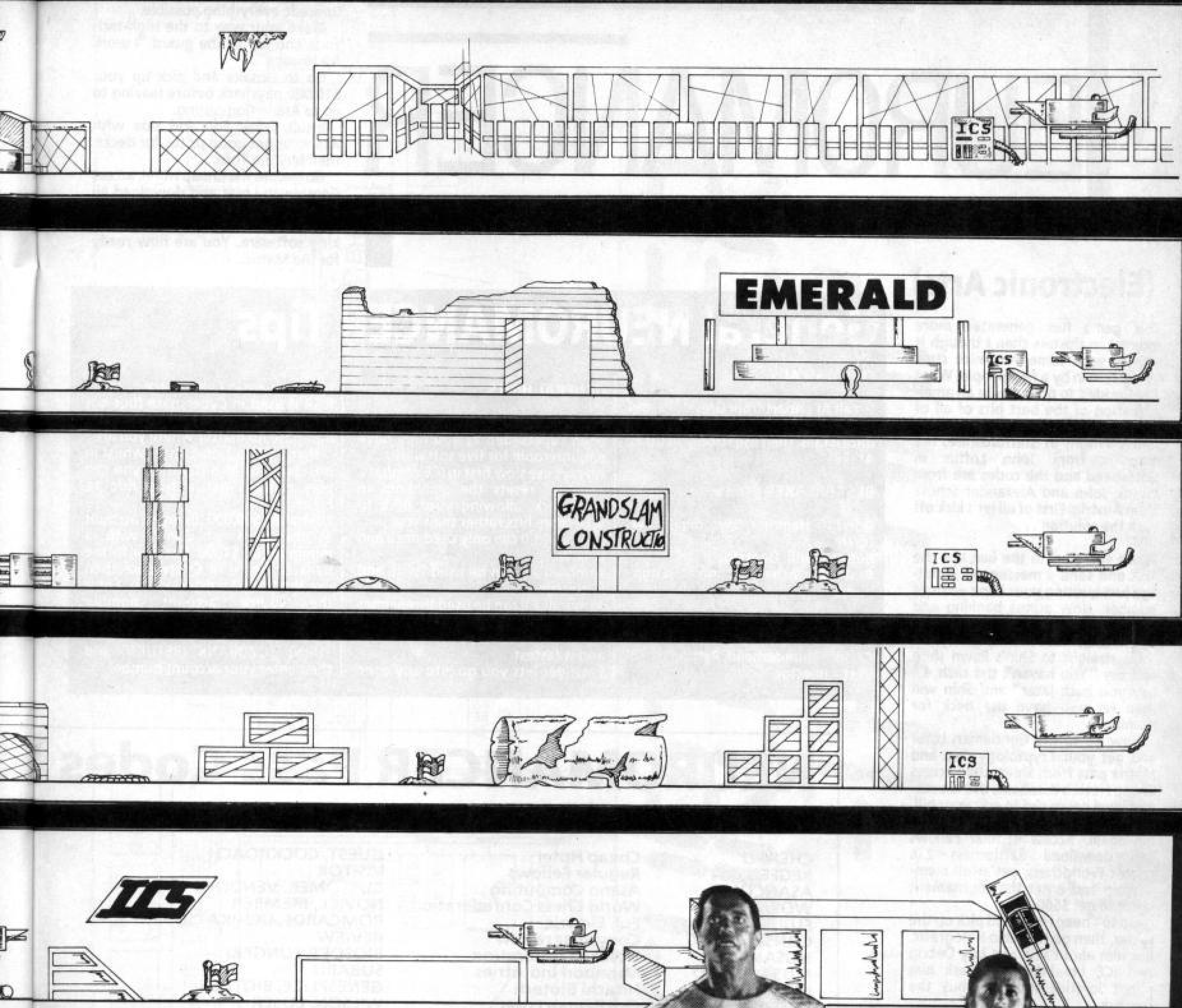


LEVEL SIX – VOID





THE RUNNIN





NG MAN

NEUROMANCER

(Electronic Arts)

This game has generated more interest in tipsters than I though it would, with some very nice stuff being sent in by a few people. What I've decided to do is create an amalgamation of the best bits of all of them. The basic solution is from James Wright in Staffordshire, the map is from John Loftus in Gateshead and the codes are from James, John and Alexander Schütz from Austria. First of all let's kick off with the solution . . .

When you start in the bar, use the PAX and send a message to Armitage just quoting your bank account number. Now access banking and download everything to your chip, pay Ratz and leave immediately.

Go straight to Shin's Pawn shop and say "You haven't the cash, I'll pay you back later" and Shin will then let you have the deck for nothing.

Now go to the Gentleman Loser and get your Cryptology chip and Matrix pass from Shiva, then access Cheap Hotel's database. Use the second level password to edit your bill, buy some caviar and then edit the bill again. Access Regular Fellows and download Battlechess 2.0. Access Worldchess, get a full membership and enter the tournament twice to get $600.

Go to Cheap Hotel and pick up the caviar, then go to Metro Holografix. ask him about skill and buy Debug and ICE breaking. Next ask him about Joystick and then buy the Joystick.

Go to Crazy Edo's and trade the caviar for Comlink 2.0.

Go to House of Pong and give the Joystick to the monk to get Zen and Sophistry.

Go back to Cheap Hotel and access Panther Modems to pick up Comlink 3.0. Access SEA and pick up Comlink 4.0 and Sequencer 1.0. Access Eastseabod for Comlink 5.0 and finally go to Yakuza for Comlink 6.0. Now access Hosakacorp and upload Comlink 6.0 for $7,500. Edit New Personnel and enter your name and bank account number.

Go to Julius Deane and ask him about skill. Buy Phenomenology, Philosophy and Psychanalysis. Now make your way to the Matrix Restaurant.

Stop outside Crazy Edo's or you will be arrested for conspring with Armitage. Wait until it's the 17th (when it's safe) and carry on to the Matrix Restaurant.

Buy Logic and Software Analysis, then ask about upgrades and upgrade everything possible.

Make your way to the High-tech zone and say to the guard "I work for Hosaka".

Go to Hosaka and pick up your $10,000 paycheck before leaving to go to Asano Computing.

Insult Crazy Edo and side with Asano to get good prices for decks, then buy the Tofu.

Go back to the Cheap Hotel, access Gentleman Loser and download all ICE breaking software. Access Yakuza and download their ICE breking software. You are now ready for the Matrix.

General NEUROMANCER Tips

FIGHTING AI'S

On all AI's apart from Greystoke and Neuromancer, use weakness skill until it fails, then use strongest other AI skill.

BEST BREAKER SOFTS

Good – Hammer, Decoder, Blowtorch
Better – Drill, Doorstop
Best – Depthcharge, Concrete, Logicbomb

BEST VIRUS SOFTS

Good – Thunderhead, Python
Best – Injector, Acid

GENERAL HINTS

Always delete softwarez that have been superseded as you only have enough room for five softwarez.
Always use slow first in ICE combats.
Armorall resets the shielding on your deck, allowing your deck to take more hits rather than you.
Armorall 1.0 can only used once and is slow
Armorall 2.0 can be used twice and is quicker
Armorall 3.0 can be used three times and is fast
Armorall 4.0 can be used four times and is fastest
Easyrider lets you go into any zone once you are in Cyberspace.
KGB if used in Cyberspace (but not in combat) will take you to the KGB database no matter where you are.

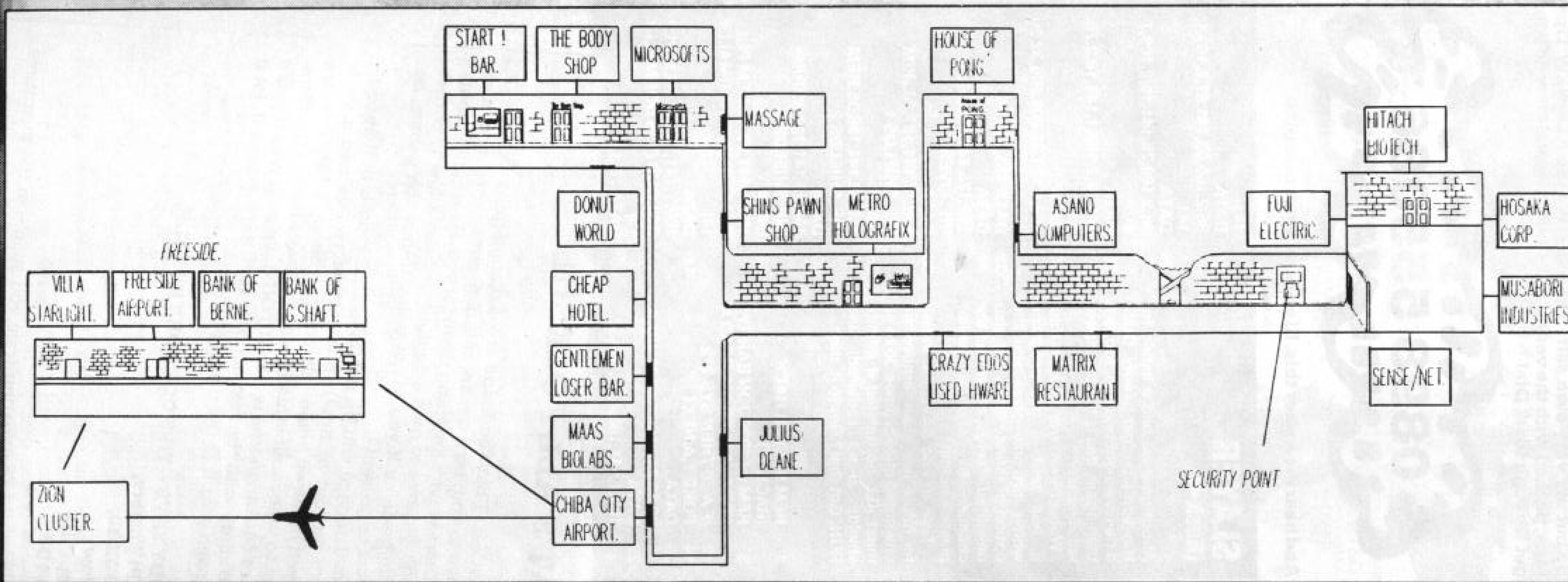
If you go to Zion-Cluster whilst in posession of Musicianship, you can play dub to get a free ride to Freeside.
To make $500,000, open an account at the Bank of Zurich with a minimum of $1000. Break into the Bank of Berne in Cyberspace then use the Fund Transfer option. Enter the source account number 121519831200 and press RETURN, then type LYMA1211MAR2 (RETURN) BOZOBANK (RETURN) and then enter your account number.

NEUROMANCER Pass Codes

LINK CODES	DATABASE NAME	PASSWORDS (with second level if any)
CHEAPO	Cheap Hotel	GUEST, COCKROACH
REGFELLOW	Regular Fellows	VISITOR
ASANCOMP	Asano Computing	CUSTOMER, VENDORS
WORLDCHESS	World Chess Confederation	NOVICE, MEMBER
FUJI	Fuji Electric	ROMCARDS, UCHIKATSU
CONSUMEREV	Consumer review	REVIEW
HOSAKACORP	Hosaka Corporation	BIOSOFT, FUNGEKI
MUSABORIND	Musabori Industries	SUBARU
HITACHIBIO	Hitachi Biotech	GENESPLICE, BIOTECH
LOSER	Gentleman Loser	WILSON, LOSER
BANKGEMEIN	Bank of Gemeinschaft	EINTRITT, VERBOTEN
BOZOBANK	Bank of Zurich	*
EASTSEABOD	ESFA	LONGISLAND
VOYAGER	NASA	APOLLO
YAKUZA	Tozoku	YAK
IRS	Inland Revenue Service	TAXINFO, AUDIT
KEISATSU	Chiba City Police	WARRANTS, SUPERTAC
SOFTEN	SEA	PERMAFROST
FREEMATRIX	Citizens' Free Matrix	CFM
CHAOS	Panther Modems	MAINLINE
JUSTICE	Justice	No Password
BRAINSTORM	University of Copenhagen	PERILOUS
PSYCHO	Psychologist	NEW MO, BABYLON

NOTES: To get past Gemeinschaft's security type BG1066.
Sequencer 1.0 software is needed at *.

Once in Cyberspace, all the bases do not have to be visited. James has sent what he has found to, be the best order, along with the base information.



NEUROMANCER -THE MAP

MORE NEUROMANCER BITZ

Map and Tips supplied by John Loftus, **Gateshead, Tyne and Wear. Thanx John!**

To gain money you can sell your body parts which will be replaced by plastic imitations, or you can reply to an ad which is displayed on PAX. You must reply with your BAMA ID No. – £10,000 will be deposited in your bank account.

COPTALK Skill Chip can be purchased from Larry at MICROSOFTS.

Using COPTALK allows access to information from the cop in DONUT WORLD. When COPTALK is upgraded you can gain further information.

Information can be bought from the lady in the massage parlour but you will be caught at LAWBOT if you do.

Your old deck is at SHIN'S PAWN SHOP. You can get this back for free if you say that you haven't the money at the time and will come back for it later.

You will be kicked out of the CHEAP HOTEL if you do not pay your bill. This can be done by accessing their database and editing the bill.

Shivo at the GENTLEMEN LOSER BAR has your CRYPTOLOGY chip, as well as having HARDWARE chips for sale. Later in the game she will have a guest pass for the MATRIX RESTAURANT to give to you. You can also glean information from her.

MAAS BIOLABS is locked.

Julius Deane can sell you a Gas Mask, Upgrades and Skill Chips including BARGAINING and PHILOSOPHY. You can also gain information on companies.

CHIBA CITY AIRPORT can fly you to FREESIDE or ZION CLUSTER.

METRO HOLOGRAFIX can provide you with Software and a Joystick.

CRAZY EDO'S USED HARDWARE can provide you with non-Cyberspace capable decks at reasonable prices. You can get COMLINK 2.0 if you give Edo some caviar.

HOUSE OF PONG needs someone to retrieve the Holy Joystick for them. If you retrieve it you receive ZEN and SOPHISTRY chips.

ASANO COMPUTERS can offer you top-quality Cyberspace capable decks.

Upgrades and Skill Chips can be bought at MATRIX RESTAURANT providing you have your pass.

It's here! It's f'ing great! And who else could it be written by but my very own self! Yes folks, it's the ALL-NEW Tips Line, packed with the very best in aural cheats! How do you get through to it? Dial

0898 555086

And hear me – after this, life has no other meaning

SLAYER
(Rack-It)

About time we had a listing for Hewson's budget beauty. Quite a heavyweight one this, too, but then again, this is the tips special! Jon Barry, Walsall's answer to John Paul II, has sent in the program, which not only gives you the option of infinite lives, but also unlimited shields, as well as the chance to change either player's colour!

Type in and SAVE the listing for future use, then remove the unwanted cheats (lines 36 to 40 must ALL be deleted if infinite shields aren't required) and RUN. Got that? Get to it, then.

```
1   REM SLAYER HACK (RACK-IT)
2   REM (c) 1989 JON BARRY
10  FOR T=272 TO 363:READ A
12  IF A<0 THEN SYS 272
14  POKE T,A:NEXT
20  DATA 32,86,245,169,30,141,187,4
22  DATA 169,1,141,188,4,96,169,32,141
24  DATA 86,2,169,63,141,87,2,169,1,141
26  DATA 88,2,169,76,141,16,2,169,74
28  DATA 141,17,2,169,1,141,18,2,76,0,2
30  DATA 169,1,141,32,208,206,32,208
32  DATA 165,255,96
34  DATA 169,173,141,190,37:REM INF. LIVES
36  DATA 169,76,141,197,35:REM INF. SHIELDS 1
38  DATA 169,38,141,198,35:REM INF. SHIELDS 2
40  DATA 169,25,141,199,35:REM INF. SHIELDS 3
42  DATA 169,X,141,99,41:REM PL1 COLOUR (X IS NORMALLY 14)
44  DATA 169,Y,141,100,41:REM PL2 COLOUR (Y IS NORMALLY 10)
46  DATA 76,8,8,-1
```



THAT'S ALL FOLKS!!!

And that's it! I bet you found at least something in there of some use to you, be it a map, solution, cheat or piccy of me! And if there wasn't anything there for you, then quite frankly you don't deserve to own a computer! After all, why bother with the machine if you're not going to buy the games, be they past or present?!

Normal service will be resumed next month (it'll need to be; I've ran out of tips!); but not before I've had a well-deserved break up home – don't worry though, I shall return in time to whet your whistle with all that's best in the Commodore 64/Amiga tips world. If YOU have a tip which you'd like to share with the rest of civilisation as we know it, jot it down and post it to the usual address:

RANDY SAYS – TIPS OOT FOR THE LADZ,
ZZAP! Towers,
PO BOX 10,
Ludlow,
Shropshire
SY8 1DB

I look forward to hearing from you soon – in the meantime, see you all at the PC Show! Terra.

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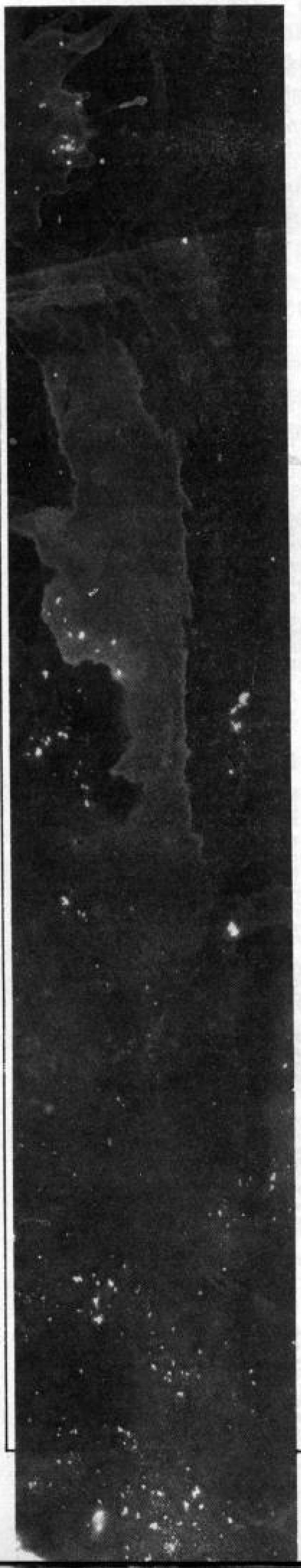
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Wanted urgently Action Replay Enhancement disk MK V IV for own use got disk now. Put tapes on disk. Tel: 0424 753529. Brought cartridge but no disk.

MPS801 or MPS802 printer wanted. Must be in good condition with all connection cables and instruction book. Will pay up to £80. Phone Stephen Mitchell after 4.30pm on (091) 234 3156.

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CBM 64 games for sale, all originals. Titles include Renegade 3, Run the Gauntlet, Silkworm, Robocop. Prices from one to seven pounds. Send SAE for list and prices to M. Allen, 5 The Lawns, Dallington, Northampton NN5 6AF.

Commodore 64c, immaculate condition, just one year old, includes two cassette decks and back up board, over 350 games and joystick. Will swap for an Amiga or ST or sell for £350. Phone 021 707 4701.

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C64 games for sale! Inc. Armalyte, Last Ninja II, Op. Wolf, Bombuzal, The In Crowd, Emlyn Hughes Soccer. Phone (0851) 5823 between 6pm and 7pm and ask for Peter.

C128, datasette, 1570 disk drive, lots of games worth over £300. All boxed and in good condition. Bargain for only £300. Phone Imran on (0274) 496000 or (0274) 671784. Will not split.

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C64 with datasette, joystick, joyball, large range of games, many top titles, worth £220, going for £120. Tel: Twickenham 894 4947.

Clear out. C64 games for sale from £1 to £5. Example Ninja II, Emlyn Hughes Soccer, Double Dragon. All originals. Send SAE for list to J Clowes, 9 Ryder Gdns, Rainham, Essex RM13 7LS.

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Amiga A500, only 4 months old, £220 worth of software includes Interceptor and Test Drive 2. Also joystick, mouse and mat, manuals. Worth £700. Sell for £350 for quick sale. Tel: Daniel (0734) 333008. Hurry!

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C64 tape games, lots of 'em dead cheap, include Armalyte, Denaris, Bards Tale. For list send SAE to Matthew Phypers, 103 Church Street, Denby Village, Derby DE5 8PH. First person gets free £10 game. Hurry!

C64 with datasette and manuals, over 40 recent titles of software including Hawkeye and Phobia. Excellent condition. Sell for £100. Also for sale Sega system with three games. Sell for £40. Contact Jamie on 0296 83580.

C64, 2 C2N tapes, 2 joysticks, 3 months old, £300 of games Micro Soccer, EHIS, Speedball, Denaris, Armalyte. Ring Ady on 051 339 6880 or write to 23 Karen Way, Great Sutton, South Wirral LE6 4LJ. £180

CBM 64, C2N, 1541 disk drive, MPS801 dot matrix printer, joysticks, all boxed, software including Hawkeye, Last Ninja 2, Speedball etc. Bargain at £250. Will sell printer and disk drive separately. Phone John on (0293) 516863.

C64, datasette, joystick, mouse, over 100 original games, many Sizzlers including Armalyte, Last Ninja 2, Speedball, Micro Soccer, Denaris, Blasteroids and Robocop plus many many more. Will sell for £150. Phone (061) 427 3949.

Unbeatable Commodore 64, Cub colour monitor, 1541 disk drive, datasette, Freeze Frame Mk.IV, White Lightning compiler, over £600 of games, joystick, speech synthesiser, Zzap mags. Worth over £1150, sell for £400. Phone Richard (0737) 359424.

CBM 128, C2N, Action Replay Mk.V Professional and Enhancement disk, over 215 games, joystick. Excellent condition. All for only £250 ono. Tel: Ray on (03265) 574026 after 6pm.

C64, 803 printer, Action Replay Mk.4, joystick, tape, disk drive, £400+ games. All worth £1000+, will sell for £450. Phone Ged on 051 520 1199 after 6pm.

C64, C2N, 1541 d/drive, MPS801 printer, £500 worth of software inc. Simons Basic, Expert cartridge plus much much more. Just phone Mark on Bedale (0677) 25258 and make me an offer. First reasonable offer accepted.

Model 1701 colour monitor for use with any CBM. Bargain at £100. Must collect. Phone Leyland (0772) 451099 or 160 Robin Hey, Moss Side, Leyland, Lancs. PR5 3UR.

For C64 games (tape) 50p to £5 and Amiga games up to £15 send SAE to I. Anyal, 42 Milton Grove, Chorlton, Manchester M16 0BP.

PEN PALS

C64 owner wants pen pals to swap hints, tips etc. Please send an SAE to Alex Fenton, 161 Nuttall Street, Blackburn, Lancs. BB2 4JG. All letters answered.

Amiga contacts wanted. Send lists to Spuddy, The White House, Bradenham, High Wycombe, Bucks. HP14 4HF (100% reply). Only fast responses please.

Amiga contacts wanted. Send lists and disks to: Ian Mather, 9 Wryneck Close, Eccleston Hill, St Helens, Merseyside WA10 3QW. 100% reply.

Have you got an Amiga or CBM64?. Do you want a fast, reliable pen pal? Write to Lee Smith at 163 Warrington Road, Widnes, Cheshire WA8 0AB or phone 051 423 4107 for a really excellent swap friend NOW!

Amiga contacts wanted. Send letters, list etc. to: Adam Johnston, 84 Glendale Ave, North

Shields, Tyne and Wear NE29 ORS. Everyone welcome.

64 freak wants heaps of pen pals to swap latest C64 stuff. Send disks, lists and letters to DSC, 49 Mawson Avenue, Deer Park, 3023 Victoria, Australia. I will reply to all. 100% guaranteed.

Pen.pals wanted. Write to Craig, 193 Warbreck Hill Road, Blackpool, Lancs. FY2 OTS.

C64 contacts wanted. Send lists or disks to Pete, 52 Horsewood Road, Woodhouse Mill, Sheffield S13 9WL, England. 100% reply. Sorry disks only. Write now!

C64 disk contacts wanted anywhere in the world. Send disks, list to:– Richard Humphreys, 63 Letchworth Road, Baldock, Herts. SG7 6AB. 100% guaranteed reply.

Amiga contacts wanted. We get all the latest stuff. We swap demos and utilities. Everyone's welcome. 100% reply. Send lists or disks to 'Kon Kan', Flat 2, 16 Canfield Gardens, London NW6 3JX.

Fast Amiga and C-64 contacts wanted! Disk only! Send stuff to: Ronald, De Brik 10, 3769 JR Soesterberg, Holland. 100% reply!

C64 contacts wanted. Tape only. Male or female. Send lists to: Ninja Warrior, 14 Wensleydale Ave, Grange Park, Blackpool, Lancs. FY3 7RS. Even if you live in Blackpool. 100% reply. So come on! Write now!

Amiga contacts wanted. Send list to Simon Irvin, Quarry House, Harts Lane, Nr. Dinhoe, Exeter EX1 3RD. All replies welcome.

Amiga contacts wanted. Guaranteed reply (100%). Write to:– Jamie Wild, 147 Alvaston Street, Alvaston, Derby DE2 0PB, England. Send disk or letter. Fast response only. So write now!!

Interested in VHS video films and computer games? Great! Write to Caroline, 1 Findon Avenue, Sacriston, Durham DH7 6HY. American, foreign readers particularly welcome.

C64/128 owner wants pen pals worldwide (and in NZ) to swop hints, tips etc. Disk only. All letters answered. Write to: Blair Carpenter, 205 Pembroke Road, Wellington 5, New Zealand. So what are you waiting for!

FANZINES

AMIGAZINE great new fanzine for Amiga owners. News, reviews, previews, your views. It's all here. Send 30p plus 19p postage to AMIGAZINE, 17 Grosmont, Great Lumley, Chester-Le-Street, Co. Durham DH3 4NG. Send today!

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Earn a lorra, lorra money for very little effort quickly and honestly. For details send SAE to: Dave Cluness, Loan Cottage, Aberlady, East Lothian EH32 ORX.

"Batman" – New gum card set. Full 132 card set for only £14.50 inc. P&P (overseas £17.50 inc. P&P). H Cook, 18 Anenue Close, Liphook, Hampshire GU30 7QE.

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Method of payment ☐ Cheque ☐ Postal Order

Write your advertisement here, one word per box, and include name, address and phone number if you want them printed.



Those vile cess-pool Ludlow residents think they know it all about high scores - that Rob (Boyo) H in particular is finding it difficult to get in through the door these days. Well enough's enough, time to extract all that non-essential brain matter with this Sucko-matic 20 Probe, drill and hoover combination device (complete with free nipple twister to bring tears to the eyes). Sadly it's little change for most of the scores this month but THAT will soon change - OR ELSE!! Time to corrupt that precious *Kick Off* League disk of theirs before they finish the league.

720° (US Gold)
793,880 Spiro Harvey, Wellington, New Zealand
646,050 Phillip Davies, Pencoed, Mid Glam
550,490 Daniel Briggs, Torrensville, S Australia

ALIEN SYNDROME (Ace)
362,500 Bret 'Cool' Crossley, Rothwell, Leeds
259,500 Martin Lindsay, Geraldton, Australia
223,610 D Emmins, Stratford, London E15

ARKANOID II – REVENGE OF DOH (Imagine)
437,140 Keith David Boones, Shrewsbury, Salop
411,690 Scorrano Hassime, Orbe, Switzerland
276,250 Mark Smith, Broxbourne, Herts

ARMALYTE (Thalamus)
59,672,200 Col & Grinny, Rochdale, Lancs
35,477,900 Andrew Rawley, Billericay, Essex
34,241,300 Philip Burns, Mackam, Sunderland

BARBARIAN (Palace) (Amiga)
10500 Daniel Besser, Bletchley, Milton Keynes

BARBARIAN II (Palace)
310,000 Lee Tanner, Basildon, Essex
291,080 Neale Willis, Long Eaton, Notts
289,000 John Turkineck, Carrickfergus, N Ireland

BATTLE VALLEY (Rack-It)
1,990,775 Japmaster, Ettingshall Park, Wolverhampton
1,986,700 Marc Spence, Leeds, W Yorks
1,949,000 Darren Brookes, Long Eaton, Notts

BIONIC COMMANDO (Go)
1,352,820 Marc Spence, Leeds, W Yorks
1,184,760 Wayne Fowler, Basildon, Essex
1,150,620 A Barnett, Spencely, Salop

BLOOD MONEY (Psygnosis) (Amiga)
111,800 Stuart Wynne ZZAP! Towers
111,450 Phil King ZZAP! Towers
91,350 Dominic Handy TGM

BUBBLE BOBBLE (Firebird)
8,692,430 Richard Pembridge, Wirral, Merseyside
8,670,790 Anthony Melarangi, Runcorn, Cheshire
8,215,420 Simon Bettison, Sheffield, S Yorks

BUGGY BOY (Elite)
149,640 Robert Pascoe, Truro, Cornwall
125,670 Daniel Moxey, Lowestoft, Suffolk
124,690 Jonothan Dood, Parklands, Northampton

CITADEL (Electric Dreams)
181,250 (!!!) Andrew Roberts, St. Helens, Merseyside
71,777 Rob (Void City! AAARGH!) H, ZZAP! Towers
68,550 Colin Fulton, Ayr, Scotland

CYBERNOID (Hewson)
135,875 Wayne Fowler, Basildon, Essex 132,270 Dean 'SJT' James, West Bromwich, West Midlands
124,800 Babak Fakhamzadeh, Delft, Holland

DARK SIDE (Incentive)
6,130,726 Kuddly Bix, York, N Yorks
5,860,626 Colin Fulton, Ayr, Scotland
5,764,176 David Petyt, Wakefield, W Yorks

DENARIS (US Gold/Rainbow Arts)
851,030 Bret 'Cool' Crossley, Rothwell, Leeds
520,370 Richard Boulton, Swindon, Wilts
486,890 Utte Cant, Hartlepool, Cleveland

DRILLER (Incentive)
3,498,450 Ged Keaveney, Huddersfield, W Yorks
3,226,070 Kudly Bix, York, N Yorks
2,063,760 Daniel Fisher, Chesterfield, Derbys

FIRST STRIKE (Elite)
73,300 Rob H, ZZAP! Towers **GREAT GIANA SISTERS (Go/Rainbow Arts)**
124,197 Niko Tyni, Helsinki, Finland 95,458 Kaisa Tyni, Helsinki, Finland 94,710 Richard Ramsay, Gilmerton, Edinburgh

GRYZOR (Ocean)
2,802,200 Richard Lunn, Leeds, W Yorks
1,253,300 Japmaster, Ettingshall Park, Wolverhampton
892,700 David Pocock, S Croydon, Surrey

HAWKEYE (Thalamus)
2,695,550 Zap Treeby, Brixham, Devon
2,520,800 Kyle Aminoge, Peterborough, Cambs
2,456,250 Casey Gallacher, Calcot, Reading

HUNTER'S MOON (Thalamus)
704,350 Colin Fulton, Ayr, Scotland
631,474 Richard Mellor, Cannock, Staffordshire
623,550 Colin Fulton, Ayr, Scotland

IMPOSSIBLE MISSION II (US Gold)
112,100 Ian Taylor, Wollongong, Australia
109,700 Neil Head, Stourbridge, W Mids
108,600 Peter Srodecki, Dunstable, Beds

INTERNATIONAL KARATE+ (System 3)
565,100 Martin Smith, Ashbrooke, Sunderland
543,300 John Farrow, Barrowford, Lancs
511,900 Katamati, Hounslow, Middlesex

INTERNATIONAL KARATE+ (System 3) (Amiga)
95700 Daniel Besser, Bletchley, Milton Keynes

KICK OFF (Anco) Amiga
2nd in the International League Phil "Throw those toilet rolls" King, ZZAP! Towers

MICROPROSE SOCCER (MicroProse)
12 Teams Beaten in International League Phil "The ref is my brother" King, ZZAP! Towers

MORPHEUS (Rainbird)
3,672,130 Paul Woods, Wallasey, Merseyside
1,321,485 Richard Pembridge, Wirral, Merseyside
1,266,774 Zap Treeby, Brixham, Devon

NEBULUS (Hewson)
216,830 Dennis Watts, Hatfield, Herts
201,240 Matthew Moriarty, Hurst Green, E Sussex
166,370 Edward JD Jackson, Leeds, W Yorks

NEW ZEALAND STORY (Ocean) (Amiga)
Level 2-4 (130,788) Rob H, ZZAP! Towers

OUT RUN (US Gold)
95,842,240 Martin Lear, Huddersfield, W Yorks
92,128,800 Mark Crossthwaite, Stockport, Cheshire
87,720,606 Julian Hare, Hampton, Middx

POPULOUS (Electronic Arts) (Amiga)
154450 Daniel Besser, Bletchley, Milton Keynes

PROJECT STEALTH FIGHTER (Microprose)
518,970 JA Moore, Margaret River, W Australia
127,250 Sue Barlow, Guisley, W Yorks
91,230 Gijsbert Griffioen,Lelystad, Holland

QUEDEX (Thalamus)
1010 Craig Archer, Victoria, Australia
999 Steve Pratt, Leighton Buzzard, Beds
949 Martin Huisent, Numansdorf, Holland

ROBOCOP (Ocean) (Amiga)
353,280 (Completed - not a hard thing to do) Rob(ocop) H, ZZAP! Towers

R-TYPE (Electric Dreams) (Amiga)
180,400 (Completed) Rob H, ZZAP! Towers

SALAMANDER (Imagine)
341,695 Simon 'Ace' Poots, Dromore, Co Down
255,100 Daren Burke, Romford, Essex
241,075 Ashley Arnold, Victoria, Australia

SAMURAI WARRIOR (Firebird)
3,850 Bret 'Cool' Crossley, Rothwell, Leeds
1,827 Wayne Fowler, Basildon, Essex
1,445 Tim Haines, Basildon, Essex

SILKWORM (Virgin)
812,500 Dean 'SJT' James, West Bromwich, West Midlands

SLAP FIGHT (Imagine)
803,425 Vilya Harvey, Perth, Australia
800,950 Shawn Sutton, Southampton, Hants
756,450 Richard Ramsay, Gilmerton, Edinburgh

STAR PAWS (Software Projects)
848,223 Roy Masson, Worthing, West Sussex
693,378 Kriss, Northolt, Middlesex
647,226 Martin Smith, Warrington, Cheshire

STRIDER (Capcom)
42,250 Rob H, ZZAP! Towers

TARGET RENEGADE (Imagine)
440,226 A Barnett, Spenceley, Salop
436,700 Bret Crossley, Leeds, W Yorks
426,700 Neil Maudling, Whitehaven, Cumbria

TEST DRIVE 2 (Accolade) (Amiga)
170,951 (Completed) Phil "Foot down and burn rubber!" King, ZZAP! Towers
152,577 (Completed) Randy, ZZAP! Towers

TETRIS (Mirrorsoft)
131,029 J Tillotson, Halifax, W Yorks
78,986 Stuart Scattergood, Deeside, Clwyd
75,545 Steven Leary, Chelsea, London

THING BOUNCES BACK (Gremlin Graphics)
8,875,496 Tim Smith, Nr. Nantwich, Cheshire
3,949,835 Casey Gallacher, Calcot, Reading
3,769,925 Alan Wescombe, Swindon, Wilts

THUNDERCATS (Elite)
3,046,150 Robert Kisby, Horncastle, Lincs
2,640,600 Steven Alexander, Cullybackey, Ballymena
2,639,700 Warwick Hunt, Huddersfield, W Yorks

URIDIUM + (Hewson)
575,005 Tim Goldee, No Fixed Abode
478,025 Neville Lewis, Port Talbot, S Wales
335,350 Wessel Joubert, Belfast, RSA

WICKED (Electric Dreams) (Amiga)
7 Constellations completed Rob H. ZZAP! Towers

WIZBALL (Ocean)
999999 Andrew Roberts, St. Helens, Merseyside
999999 Russell Whiff, Fishing Point, Australia
(Can you believe these guys???)

ZENJI (Firebird)
84,253 Lisa O'Halloran, Victoria, Australia
66,250 Mark Crossthwaite, Stockport, Cheshire
40,225 Mike Gillings, Portsmouth, Hants

ZOLYX (Firebird)
605,681 Edward Yu, Raynes Park, London
524,318 Rob Housley, Thamesmead, London
377,413 M Blaser, Cheadle, Cheshire

ZYBEX (Zeppelin)
445,150 Ged Keaveney, Huddersfield, W Yorks
398,950 Steve Lee, Guildford, Surrey
397,950 Marios Stylianides, London, SW16

ZYNAPS (Hewson)
1,093,200 Michael Collins, Castle Rea, Co Roscommo
398,850 Steve Lee, Guildford, Surrey
288,500 John Farrow, Barrowford, Lancs

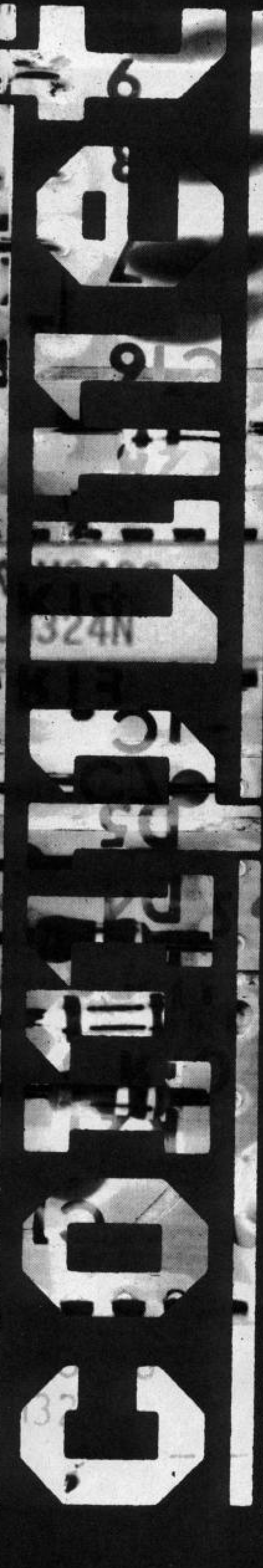
SCORE OF THE MONTH

KICK OFF
10-0 Dom Handy (TGM) – he thrashed Warren Lapworth (also TGM – something fishy going on here?!)

ZZAP vs TGM KICK OFF LEAGUE FINAL RESULTS (Curses! Too late!! - The Almighty Scorelord)

Italy (Phil King - ZZAP!) **31 Points**
Brazil (Dominic Handy - TGM) **29 Points**
Argentina (Computer Player) **26 Points**
France (Computer Player) **24 Points**
England (Rob H - ZZAP!) **22 Points**
Holland (Robin Candy - TGM) **17 Points**
USSR (Warren Lapworth - TGM) **10 Points**
West Germany (Mark Caswell - TGM) **3 Points**

(Even with one man less than the TGM rabble the ZZAP! team still managed to win through with Phil King winning a sharp 430,000,000 volts electric shock from me for being such a big head. Like a football he deserves kicking).



GET THE NET OUT, LADS — HERE COMMS RANDY!

Hi there. It's interesting, logging onto Compunet after a short break. Turn off the C64 for a week or so, and you'll find so much new controversy, uploads and the like. Quite staggering.

An interesting response to the new ZZAP! Music dir, with people actually uploading tunes of their own (*Postman Pat* was mega!). Keep up the good work.

A LOG-ON THE LIVE SIDE
The Real-Time Rivals Compared

The unique thing about Compunet is the speed at which things change, new uplds appear, etc. And the fastest changing areas, are the ones with real-time interaction like **Partyline** and **Chat**. Stand-by for the Rand opinion of 'em both.

PartyLine

Found at PARTY, the service costs £1.00 per hour to use (plus, of course, normal telephone charges) and it's a chat facility available to you via your computer, be it C64 or Amiga. It's known as PartyLine because the setup of the service is akin to a party at someone's home. Should someone wish to leave the LOBBY (the room which every PartyLine user logs into) all that is needed is for that person to 'build' a room and give it a name (RANDY'S ROOM, BAR, TOILET, etc). If you wish your room to be strictly 'invited guests only', you can lock the door and only allow in visitors if you want to.

Randy's Verdict: Great fun, but a tad on the expensive side if you're a regular user.

Chat

Now upgraded to Pro-Chat, thanks to 'ace coder' Top-Cat, this service differs to PartyLine in that it isn't strictly a real-time affair. Chat is an ordinary area, just like ZZAP! Dir, where users go to to exchange information. Using the normal Compunet Duckshoot commands (or the new set provided by Pro-Chat) you write your message, upld it onto the system and wait for a reply.

Randy's Verdict: A laborious and frustrating way of conversing with fellow 'Netters, but there are no extra charges incurred during use, unlike PartyLine.

And that's yer lot. Check out the comp below and, if you think it's worth your while, enter it. That's all from me for this month, so until next time, remember — If opportunity comes your way, don't knock it! ('Oi! get off my catchphrase!' — Bob Monkhouse). Terra.

ROLL UP! ROLL UP! IT'S DA GREAT COMPUNET GIVEAWAY!

ZZAP! COMP

Modems-a-plenty are waiting to give to YOU (part Two in a series of Three)!!!

It's part two of our great Compunet **promotion, folks! Yes! Once again we give you the chance to walk away with one of FIVE C64 modems, complete with a three-month Gold subscription, giving immediate access to the best of the 'Net!**

Silliness abounds for this promotion, as what we want you to do is send us an illustration demonstrating the strangest use of a Compunet modem which your cerebral mass can muster up. Don't worry if you're piccy isn't up to Oli Frey standards – we're looking for humour, not the next Da Vinci.

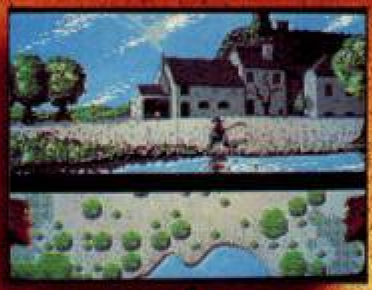
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Closing date is 26th October, but if you STILL haven't come up with the goods, don't worry – you'll have ONE MORE GO next month! And Newsfield/Compunet folk can't enter! So there!

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Screenshot on ST



Screenshot on C 64



Screenshot on Amiga



Screenshot on ST



Screenshot on ST



Screenshot on ST

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ED'S GAMES
Y'WANNA PLAY GAMES SUCKERS? HAW! HAW! HAW! NO MORE FUN MEATHEADS!
HOLD IT RIGHT THERE SCREWBALL!
CAPTAIN LIGHT YOU BRAINLESS WIMP!
SO IT WAS A BIT BELOW THE BELT, WHO CARES? ONLY TROUBLE IS, HE'S DESTROYED ALL THE GAMES SOFTWARE
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STRIDE ON!

Win a FANTASTIC VIDEO WALKMAN in our outrageously brill 0898 competition!!!

A competition prize to beat all others for an arcade conversion which wipes the floor with the opposition! Strider, this issue's Gold Medal-winning run-beat-jump-and-everything-else-'em-up is sooo fantastic that we simply couldn't pass up the chance of a compo to match the calibre of the game.

And we haven't. A **SONY VIDEO WALKMAN** is up for grabs in this months additive-free 0898 romp! This little baby has everything you could wish for in a TV/VCR. And it's so small you can slip it into your Adidas bag, take it to school, and watch your favourite film during that oh-so-boring Social Studies lesson!

With an adjustable 7" LCD screen and oodles of different sockets, you can be the envy of your friends (and your Social Studies master when he finds it!). What's more instead of bulky VHS tapes it uses Sony's advanced Video 8 format which, besides having a wide range of feature films available for it, is also used by most compact video cameras. And of course you can record off TV.

20 runners-up will each receive a copy of the utterly brilliant game on either the C64 or Amiga. Remember to state which format you want your game on when you write in!!!

There couldn't be an easier way entering the draw for the games and the amazingly titchy (67 x 39 x 138mm) first prize – just one simple phone call and you're away. The number, as always, is

0898 555081

and, being an 0898 number, it costs 25 per minute off peak (6pm-8am weekdays, as well as weekends and Bank Holidays) and 38p per minute at all other times.

Can you miss this opportunity to be admired by your friends and adored by hordes of beautiful women? We think not. Get dialling!

ZZAP! COMP





FISHENDERS

What is Meeshell Fish going to do, now she's packed her job in? Will Kathy Seal recover from her terrifying ordeal? And was that sudden splash REALLY 'Dirty' Ken? None of this plus the latest info from the ZZAP! crew will be revealed if you ring

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and take into account the amount it costs (see above). Do it – 16,000,000 fry are relying on YOUR call!

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BOXING MANAGER II	▭	◯								£9.99
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Encore, £1.99 (Rerelease)

Hop onto your BMX bike and take on the toughest area in town with this 8-bit incarnation of the diagonally-scrolling 'throw-'em-up' (sic) arcade smash of a couple of years back.

You begin your round on Monday morning, at the bottom of the street. Your task is relatively simple in theory: make sure that all of your subscribers receive their copy of the Daily Sun. Ahh, if only life were that easy! For, along the street, are a number of obstacles which will, intentionally or otherwise, hinder your progress. Obstacles include yappy Jack Russell terriers (you shouldn't have hit it with that paper the other week!), kids on skateboards, burglars, workmen and oncoming traffic to name but a fraction of your worries.

Points are scored in a number of ways; should you hit a subscriber's door with a newspaper, you register a delivery – however, lobbing The Daily Sun into the letterbox gives a bonus. Extra points are also awarded for smashing the windows of non-subscribers and knocking over hazards.

Should you reach the end of the street, you are invited to try your hand at completing a lap of the local BMX track. Points are scored by hitting various targets with newspapers, and a bonus is given should you finish the course before time runs out.

Paperboy received a non-too-praising review first time round, but at this budget price it's worth a look. A reasonable representation of the arcade machine is offered, albeit with a few non-critical bugs. It's a shame that there isn't a variable difficulty option, as the first few goes are a touch on the hard side, but other than that this is an above average title with not that many grey hairs. Buy this if you enjoyed the coin-op.

OVERALL 63%



JACK THE NIPPER
Kixx, £2.99 (Rerelease)

All kids are naughty, that's a fact of life. Yes, even Cedric the oh-so-refined businessman from down the road used to get up to antics which would make your hair stand on end. But there's naughtiness and there's downright evil. And Jack is positively devilish. He is; honest. If you don't believe me, just check out some of the 'pranks' he gets up to in the first of two games dealing with the troublesome tot.

The idea behind **Jack The Nipper** is a simple one. All you have to do is become the world's smallest pain in the neck, utilising any means at your disposal. And what is at your disposal? Peashooters, glue, expensive (and breakable!) crockery, a bicycle horn and other equally destructive and destructible items are lying around the town, aching to be used and abused by you.



Of course, being a toddler has its problems, your biggest being the dreaded NAPPY RASH! Being caught by one of the many 'grown-ups' in the game brings on the condition (monitored by a Rashometer at the bottom of the playing area); once the level of rash reaches the top of the meter, you receive a (well-deserved) spank and lose one of your lives, of which you possess five (four more and you could be a cat!). Success is measured by the Naughtyometer; reach 100% and you achieve ultimate Naughtiness and complete the game.

This is great fun; presentation is tip-top, with humorous adult sprites and a thoroughly cheeky Jack. **Jack The Nipper** is actually two games in one: you can try your hand at the arcade adventure side of things or, alternatively, you can rush around the many screens and be, to be blunt, a little git. There's something here for everyone (including a wicked sense of humour) and at £2.99, **Jack The Nipper** is an inexpensive lesson in how NOT to bring up your own kids!

OVERALL 85%

GHOSTS AND GOBLINS

Encore, £1.99 (Rerelease)

Why is it that knights of old have to be so posey? When damsels are in distress any sensible person would leave the rescuing to the local fuzz. But not knights, nosiree, it's a case of 'have armour, will travel' with them.

One such knight stars in this horizontally-scrolling platforms and ladders game, a conversion of an ageing Taito coin-op (the sequel of which, **Ghouls and Ghosts**, is currently doing the rounds in arcades across the country).

Your girlie has recently been abducted by a troupe of travelling demons, much to your annoyance (after all, who's going to do the cooking? © 1989 Sexist Stereotypes Inc.). Being a hard knight and all, you can't let your friends know that you've been tricked by a bunch of poncey monsters, so the job of Totty Rescuer falls on your shoulders.

Beginning in the local graveyard, you must fight your way through the undead hordes until you reach your girl. It's not going to be easy, as the nasties went to a lot of trouble to get hold of her, and they aren't ready to give her up (after all, who's going to do the cleaning? © 1989 Sexist Stereotypes II).

You aren't without some degree of protection against your oppressors; as well as your metallic garb, you also start with a magic lance - no matter where you throw it, it always reappears in your hand, ready to be used again. During your quest you can collect extra weapons, some good, others not so hot. Should you be hit by an enemy weapon you'll lose your armour and end up in your underwear. Y-Fronts aren't the most durable (or protective) of garments, however, and another hit spells your doom.

Ghosts and Goblins was universally acclaimed in its £9.99 form and has lost none of its shine, polish or addictive qualities, even after all this time. The sprites are an accurate representation of the coin-op, as are the music and sound effects. But the best part of the game is undoubtably its playability, which is tremendous. It's challenging without being frustrating, difficult without being impossible. A software buyer's dream, no less.

OVERALL 97%



MASTERS OF THE UNIVERSE

Kixx, £2.99 (Rerelease)

Anyone who has seen the film will know Eternia's arch enemy, Skeletor (boo hiss) has stolen the key to time-travel, hoping to become dictator of the Universe. He-Man (yaay) is hot on his tail, following him through time to the late 20th century.

Masters Of The Universe is split into five separate play areas: In The Streets, you must walk around a **Gauntlet**esque floor layout, dodging or assaulting Skeletor's henchmen whilst searching for the locations of the key. Charlie's Shootout pits your skill and speed against the evil troops in a game similar to **Prohibition** (shoot baddies at windows with your crosshairs). Clambering onto the rooftops implements the Disk Battle, where you battle against more enemies in the skies, perched atop a floating anti-grav disk. Should you manage to find the eight pieces of key, you will meet face to face with Skeletor, in a Final Confrontation where the stakes are high.

While graphics start off with a pathetically small He-Man, later levels are more attractive, especially the Final Confrontation where both He-Man and Skeletor appear in glorious Big-O-Vision! That, combined with some above average effects and a good title tune, makes a reasonable purchase.

OVERALL 61%



RESCUE ON FRACTALUS

Mastertronic, £2.99 (Rerelease)

Your mission is to rescue pilots who've been shot down behind enemy lines. The fractal terrain is mountainous, with laser turrets on the mountain tops and kamikaze flying saucers. While blasting the aliens you must use radar to scan for downed pilots, then land nearby to pick them up. If you're close enough the pilot runs up and bangs on the door to be let in. Simple . . . But wait, doesn't that pilot running to you have a *green* head? It's a Jaggi alien and he's bashing through the windscreen! Quick, switch the shields back on and fry him! Phew! Lucky you didn't open the door eh? A Jaggi in the ship is a one-way trip to disaster!



In fact, **Rescue on Fractalus** has stood the test of time well. The illusion of negotiating valleys and canyons is done well and even now the fractal effect is impressive. The sound effects are a little simple nowadays although the footsteps of the pilots and their subsequent banging on the ship door are excellent. Sadly higher levels change very little other than throw more aliens at the pilot (ultimately lessening the elements of surprise and the unknown). Such gripes are minor however, when you consider the tension, addictiveness and sheer FUN of it all. 'Buy this piece of software history or die' as the Jaggis might say!

OVERALL 82%

POWER CARTRIDGE

FOR YOUR COMMODORE 64/128

SO MUCH FOR SO LITTLE

* POWER TOOLKIT
* POWER MONITOR
* TAPE & DISK TURBO
* PRINTERTOOL
* POWER RESET
* TOTAL BACKUP

TRIED AND TESTED — OVER 100,000 SOLD IN EUROPE

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YOU WILL WONDER HOW YOU EVER MANAGED WITHOUT IT

TRADE AND EXPORT ENQUIRIES WELCOME

42 Page manual





A special KCS switching technique allows a program to be stored completely outside the memory of your Commodore 64/128. Using this system KCS developed the POWER CARTRIDGE. The 16K Cartridge, 100% machine code, gives the user an ideal extension to his normal computer.

POWER TOOLKIT

A powerful BASIC-Toolkit (Additional helpful commands) that considerably simplifies programming and debugging.

AUTO	HARDCAT	RENUMBER
AUDIO	HARDCOPY	REPEAT
COLOR	HEX$	SAFE
DEEK	INFO	TRACE
DELETE	KEY	UNNEW
DOKE	PAUSE	QUIT
DUMP	PLIST	MONITOR
FIND	ILOAD	BLOAD

RENUMBER : *Also modifies all the GOTO's GOSUB's etc. Allows part of a program to be renumbered or displaced.*
PSET : *Set up of printer type.*
HARDCAT : *Prints out Directory.*

The toolkit commands can be used in your programs.

DISK TOOL

Using POWER CARTRIDGE you can load up to 6 times faster from disk.
The Disk commands can be used in your own programs.

DLOAD	DVERIFY	DIR
DSAVE	MERGE	DEVICE
DISK		

MERGE : *Two BASIC programs can be merged into one.*
DISK : *With DISK you can send commands directly to your disk.*

TAPE TOOL

Using POWER CARTRIDGE you can work up to 10 times faster with your data recorder. The Tape commands can be used in your own programs.

LOAD	SAVE	VERIFY
MERGE	AUDIO	

POWERMON

A powerful machine language monitor that is readily available and leaves all of your Commodore memory available for programming.
Also works in BASIC-ROM, KERNAL and I/O areas.

A ASSEMBLE	I INTERPRET	S SAVE
C COMPARE	J JUMP	T TRANSFER
D DIS-ASSEMBLE	L LOAD	V VERIFY
F FILL	M MEMORY	W WALK
G GO	P PRINT	X EXIT
H HUNT	R REGISTER	$ DIRECTORY
		DOS Commands

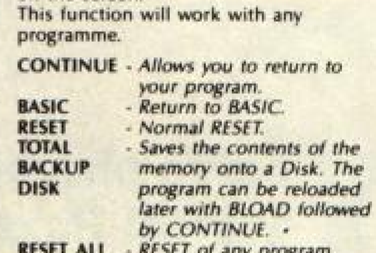
PRINTERTOOL

The POWER CARTRIDGE contains a very effective Printer-Interface, that self detects if a printer is connected to the Serial Bus or User-Port.
It will print all Commodore characters on Epson and compatible printers.
The printer-interface has a variety of set-up possibilities. It can produce HARDCOPY of screens not only on Serial printers (MPS801, 802, 803 etc) but also on Centronic printers (EPSON, STAR, CITIZEN, PANASONIC, etc).
The HARDCOPY function automatically distingishes between HIRES and LORES. Multi-colour graphics are converted into shades of grey. The PSET functions allow you to decide on Large/Small and Normal/Inverse printing.
The printer PSET functions are:

PSET 0 - *Self detection Serial/Centronics.*
PSET 1 - *EPSON mode only.*
PSET 2 - *SMITH-CORONA mode only.*
PSET 3 - *Turns the printing 90 degrees!!*
PSET 4 - *HARDCOPY setting for MPS802/1526.*

PSET B - *Bit-image mode.*
PSET C - *Setting Lower/Upper case and sending Control Codes.*
PSET T - *All characters are printed in an unmodified state.*
PSET U - *Runs a Serial printer and leaves the User-port available.*
PSET Sx - *Sets the Secondary address for HARDCOPY with Serial Bus.*
PSET L1 - *Adds a line-feed, CHR$ (10), after every line.*
PSET L0 - *Switches PSET L1 off.*

POWER RESET



On the back of the POWER CARTRIDGE there is a Reset Button. Pressing this button makes a SPECIAL MENU appear on the screen.
This function will work with any programme.

CONTINUE - *Allows you to return to your program.*
BASIC - *Return to BASIC.*
RESET - *Normal RESET.*
TOTAL BACKUP DISK - *Saves the contents of the memory onto a Disk. The program can be reloaded later with BLOAD followed by CONTINUE.*
RESET ALL - *RESET of any program.*
TOTAL BACKUP TAPE - *As BACKUP DISK but to TAPE.*
HARDCOPY - *At any moment, prints out a Hardcopy of the screen. Using CONTINUE afterwards you can return to the program.*
MONITOR - *Takes you into the Machine language Monitor.*

... it's dynamite!

WARNING: Supply of the power cartridge does not imply any licence or right to use it for unauthorised copying of copyright materials

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64 A Mr. HELI

Firebird, C64 £9.99 cassette, £14.99 disk; Amiga 24.99



ROBIN

The coin-op has held its own extremely well over the last couple of years with a good dose of arcade shoot-'em-up action mixed with **Nemesis**-style weapon improvement. The coin-op may well be remembered because of this but the Amiga conversion is best forgotten. Dodgy scrolling, imprecise collision detection and frustratingly small enemies fighting your far too large helicopter are some complaints that come to light. On the 64 things go well from the start with a catchy title tune, a correctly sized Mr Heli, great sprites all round and a wonderful level of gameplay direct from the coin-op. It may be tough but with only 3 levels it mustn't be *too* easy should it?

After New Zealand Story**'s kuddly kiwi and** Rainbow Island**'s bubbly Bob and Bub, the latest coin-op character bidding for maximum cuteness is Mr Heli, a helicopter which can walk. This Irem cross between the latest military firepower and a Mr Men character is a member of the Cosmic Heli Patrol, whose latest mission is to thwart the plans of mad scientist Mr Muddy. For reasons which are obscure Mr Muddy is leading his hi-tech creations on a violent stomp across an innocent little planet.**

Mr Heli's brave attempt to stop the senseless destruction involves more than a little blasting. Firstly there's the endless hordes of walking, flying and even stationary enemies to be blown apart. And secondly there's all those lovely blue crystals worth loadsa dosh hidden behind parts of the scenery. Blow away the scenery with horizontally firing cannon and either bombs (dropped when you're on the ground) or vertically firing guns (active whenever you're not) to find the crystals. Occasionally a shop is revealed as well: pop in there with the right amount of cash and you get the add-on weapon advertised on the front.



▲ The oh-so-cute Mr Heli legs it across the ground.



ST

Mr Heli's home computer debut provides a textbook example of 'it's not the power of the computer, but the way it's used'. While the C64 game impresses with glitzy, nicely detailed sprites, good backgrounds and superb end-of-level monsters the Amiga disappoints with garish graphics too big to be easily manoeuvred. Basic gameplay is tough on both machines, no sooner than you shoot one baddie two more enter. Collecting crystals at the same time needs concentration, and if you die you usually go back a long way, losing add-on weapons and all your cash as well. Nevertheless while the Amiga game is much too frustrating (and pricey), the C64 game provides a lot of fun – check it out.

Cynics might wonder if the rescue mission isn't causing more damage than Mr Muddy, but as all good children know, selfless bravery brings its own reward (ie blue crystals and lots of guns!).

64

PRESENTATION 88%
Nicely animated intro screen and good, if lengthy password system for multiloaded levels.

GRAPHICS 86%
Adequate backgrounds, colourful and well drawn sprites plus impressive end-of-level monsters.

SOUND 80%
Jolly in-game tune can be turned off for some good sound FX.

HOOKABILITY 81%
Seems impossible to begin with, but practice soon puts that right.

LASTABILITY 82%
Only three levels, but none of them are exactly easy!

OVERALL 84%
An unforgiving, but well presented and highly enjoyable shoot-'em-up.

▼ Ha ha! An erupting volcano catches a baddie.



amiga

PRESENTATION 74%
No password system and a mediocre intro.

GRAPHICS 60%
Overly large Mr Heli sprite, jerky scrolling, and unimpressive end-of-level monsters.

SOUND 52%
Uninspired tune or reasonable FX.

HOOKABILITY 61%
Bulky Mr Heli gets distinctly irked fighting lots and lots of nimble nasties.

LASTABILITY 59%
Irritating gameplay and poor presentation would put even Mr Heli off saving the planet.

OVERALL 60%
A poor ST game is ported across to the Amiga with minimal changes.



XENON 2
A MEGABLA

Imageworks, Amiga £24.99

●Bitmap Bros to top charts again

The first Galactic Conflict broke out a thousand years ago on the US West Coast with the Amiga-based coin-op Xenon. A single pilot saved the Federation then by defeating the Xenites and rescuing Captain Xod. The Xenites aren't ones to forgive and forget though, so with aid of the mega-hip Bitmap Brothers (who made lots of dosh converting the original war) they've kicked off the Second Galactic Conflict in revenge.

Five Time Bombs have been planted in the Process of Evolution, a surreal dimension made up of five evolutionary phases. Life started in the sea of course, so the first level is filled with sea anemones, tadpoles and a massive Nautilus Shellfish which resides at the end of the stage. Maddened by radiation from the Time Bomb planted beside it, this horrendous crustacean is mega-dangerous!

Level two sees the rise of the insects with beetles, flies and a massive, revolting spider gnashing its mandibles at you. As on all the levels but the first, this level has two massive creatures to be defeated so it's as well there's Crispin's Swop Shop. The Real Cash deposited



Aren't shoot-'em-ups dead yet? Nope, not by a long chalk if they're going to keep improving with games like this one. I'm no big fan of the game-type, but this one had me battling to get the joystick off Robin like everyone else. To start with the unbelievable presentation (both visual and audio), combined with the sheer number of enemies is overwhelming. You soon get the hang of things though – the difficulty/frustration level seems just right – and the megablasting begins. As for any tiny little flaws, apart from the slight delay of the Swop Shop loading in I can't think of any. This is the one to hock your grandmother for!

The game of the Bomb The Bass album track kicks off with an appropriately impressive version of the Megablast, which continues in simplified form in the actual game. It's the graphics though, that really take your breath away. While the visual themes of the levels are imaginative and unique, their execution is well nigh perfect. From the silky animation of the tadpole enemies, to the retro-rockets on the fighter to the pilot light which ignites the gas of the flamethrower, **Xenon 2** sets a new standard in presentation. But what of gameplay? Well, to begin with it's not that much more than a standard vertically scrolling shoot-'em-up. But as you get further into the game the ability to scroll the screen back, dive down, and the unbelievable range of wonderful weapons, provides the vital difference. With the urge to get ever further into the game for yet more of those brilliant graphics, and build up a completely over-the-top ship, **Xenon 2** oozes addictivity. Quite simply the definitive Amiga shoot-'em-up.



▼ Super Nashwan Power – pity it only lasts six seconds.



▼ Don't get licked!





▲ Arachnophobics, look away!

by blasted aliens can be collected and spent here. You enter the shop automatically when you get so far in the game, and once Crispin turns off his Walkman trade begins. Firstly you can sell off any add-on weapons you've picked up or bought previously, typically Crispin will pay half what it costs to buy an item. Next you can choose what to bolt on your ship from a range of 24 hardware items.

Many of the items, such as the vital speed-ups, shot power increase, energy recharge and cannon pod, can be picked up from debris of destroyed aliens. The hardcore, megablasting stuff has to be bought though. And prices are steep. 6000 for homing missiles, 4500 for mines, 5000 for a flamethrower. What's more these awesome weapons can be built up together, and even duplicated. A taste of the possibilities is offered by the Super Nashwan Power, 600 for ten seconds of mega-blasting with a full kit of bolt-on weapons.

One of the most remarkable add-ons however, is 'Dive' which allows you to swoop down to the uninhabitated lower level scrolling beneath the main action. You can keep your head down here for up to ten seconds at a time, but while you're hiding the aliens multiply making it that much harder when you pop up.

▼ Damn and blast everything!



Fantastic, superb, brilliant, bloody marvellous - I could go on and on calling out superlatives about **Xenon 2**. It's had enough pre-release hype to rival *Batman* and it's blown away all other Miggy shoot-'em-ups to date and I can safely say, for quite a while to come as well. The slow scrolling belies the frantically awesome ferocity of the game and it all gets worse with each yard gained, it really is a MEGA–BLAST when you're armed up but can you believe it, even coin-ops aren't this tough! As for the choice of in-game music – pah! What about some Heavy Metal?



64

A C64 version's possible, but not definitely decided yet.

update

PRESENTATION 84%
Great intro and two-player option.

GRAPHICS 98%
Any of the five levels would be spectacular on their own, together they're unbelievable.

SOUND 94%
Good ingame tune and attractive sound FX.

HOOKABILITY 98%
Starts off hard but you soon learn the patterns necessary to complete level one. Graphics, weapons and sheer playability keep you glued to the joystick.

LASTABILITY 95%
Even when your ship's trebled in width with weapons it's tough. Packed with value-for-money in short.

OVERALL 97%

The Bitmap Bros aren't going to lose any street cred with this one.

BUFFALO BILL'S WILD WEST RODEO SHOW

64 A

Tynesoft, C64 £9.95 cassette, £9.95 disk; Amiga £24.95

Yeeha, it's one of them there multi-event sports simulations pardner! Six different tasks lie ahead of you, and it's your duty as living legend, Bill Cody, to ensure that each one is tackled to your fullest abilities.

First off is Target Practice. **You're given the chance to demonstrate your shooting prowess in a couple of ways: by knocking out the 'flip up' baddies (being careful not to shoot at the innocent bystanders), followed by a round where a cowpoke hurls empty bourbon bottles into the air, just for you to shoot.**

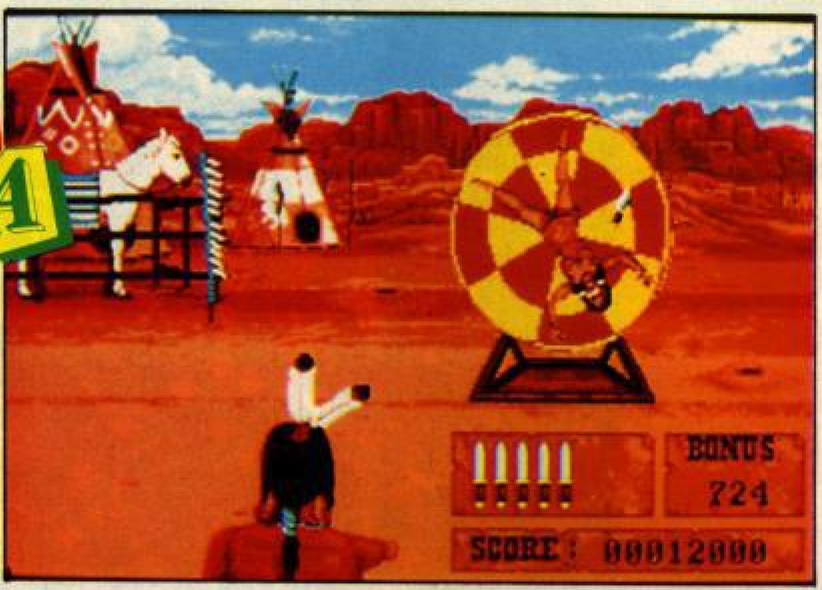
On to Knife Throwing. **This highly dangerous sport entails hurling sharp knives at a revolving wheel. What's so dangerous about that? Ask the poor lass who's strapped to the wheel! Your score in this round depends on the distance from the girl which the knife lands – just make sure that it's not TOO close!**

Strap on your spurs and get ready for the ride of your life in Bronco Riding. **As the horse does its darnedest to dethrone you, you must push the joystick in the direction indicated by arrows which appear on-screen.**

In Stagecoach Rescue **a renegade injun has captured a stagecoach and is terrorising the passengers. It's your duty to saddle your horsey and gallup up to the side of the stage, avoiding the suitcases which the indian throws at you, Jump onto the coach, climb to the top and take on Hiawotha in a fist-fight to beat them all!**

Then it's back to the show for a spot of Calf Roping. **Again on horseback, it's lasso time as you attempt to slip the rope over the head of the fleeing heifer.**

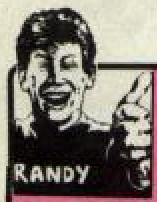
The day's entertainment is wound up with arguably the most dangerous of the six events – Steer Wrestling. **Catch the seething bull and wrestle it to the floor by waggling the joystick.**



▲ The Red Indian version of 'Wheel Of Fortune'?



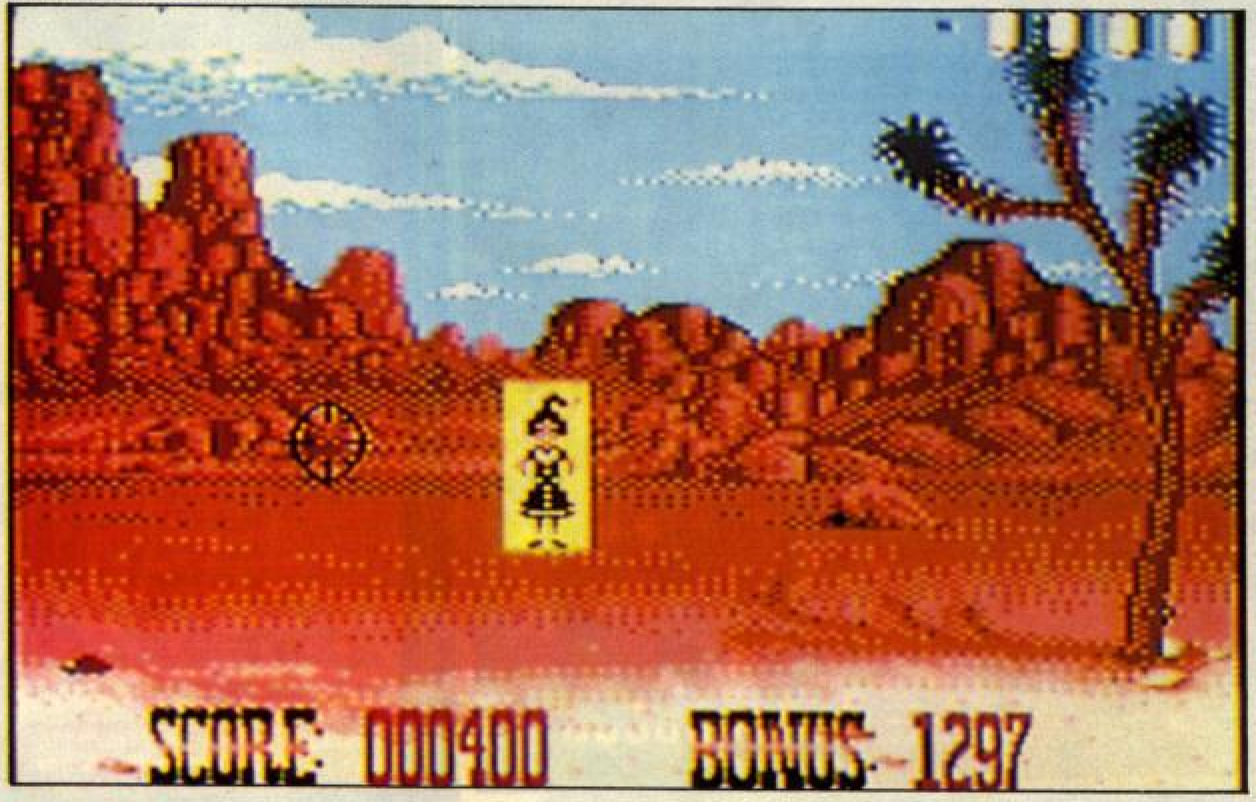
As a fan of the Epyx games I view most other sports game with a certain amount of scepticism. **Rodeo Games** is sufficiently different from the norm and enjoyable to play even though some of the simpler events aren't worth the long loading time on tape. The graphic quality is never below good but the sound effects are at times misplaced. I'm surprised there isn't a sense of humour about the game as most of the Epyx games benefited enormously from this. Despite this there's a good deal of playability to be found within **Rodeo**.



Tynesoft have had a go once before at an 'alternative' multi-event game with **Circus Games**, which wasn't up to much. Thankfully, **Buffalo Bill's Rodeo Games** is a great improvement. None of the events featured would hack it as stand-alone games, but brought together in one package they add up to value all round. Each sub-game is playable, requiring a fair amount of practice to win through, and thankfully Tynesoft have included a 'Retry' feature so you can do just that!

This is a good 'un, across both formats.

▼ Buffalo Bill Cody, Wild West hero.



64

PRESENTATION 73%
Unhelpful instructions but the multi-load isn't too much of a pain.

GRAPHICS 81%
Generally effective all round.

SOUND 79%
A veritable host of tunes and effects.

HOOKABILITY 76%
Multi-load may put people off slightly . . .

LASTABILITY 80%
. . . but once into the action it's hard to put down.

OVERALL 80%
All the fun of the great Wild West in one well presented package. Rootin' tootin' yeeha-ing stuff!

amiga

PRESENTATION 79%
Helpful 'Retry' option after each event. Insructions are on the vague side, however.

GRAPHICS 86%
Fluid sprite animation complements effective Wild West backdrops.

SOUND 79%
Realistic sound effects and a range of rousing ditties.

HOOKABILITY 80%
The original scenario provokes initial interest.

LASTABILITY 82%
Each of the stages oozes playability.

OVERALL 80%
An original twist on a well tested theme.

OMNI-PLAY BASKETBALL

64

SportTime/Mindscape, C64 £14.99 disk only



As the SportTime coach you must train, recruit, and trade players in an attempt to become the best team in the league.

When you're happy with the team it's time to start the SBA league, playing against numerous computer teams. Here, you have the option of coaching, playing, or letting the computer or a second player control either of these activities.

Coaching decisions include both defensive and offensive tactics as well as substitutions (these are unlimited). If you choose to also play, you can have limited control over the ball-carrier, choosing when to pass or shoot. Defensively, you can choose when to 'double team' (put two markers on) an opposing player.

The game is viewed from the end of the court, only one half of the court being shown at one time. Other optional modules are available which allow you to play Side View games, and compete in College, Pro, and Fantasy Leagues.



There are loads of options and statistics (nine seasons' worth!) in this but what seems at first sight to be a complex sports sim is surprisingly simplistic in actual match play. I'd also have preferred more control over the players than all those coaching options.



amiga

We've seen the Amiga version (£24.99) and it's equally poor.

update



After reading the huge instruction manual and waiting for the incredibly slow multiload I was ready to fall asleep. Unfortunately, the simple selection of tactics and very limited player control failed to wake me up. Graphics or sonics are equally unimpressive and the way the view of the court flips round when you cross the halfway line is totally disconcerting.

PRESENTATION 49%
Nice packaging but painful multiload.

GRAPHICS 36%
Splodgy sprites.

SOUND 20%
Simple effects.

HOOKABILITY 33%
Hard to get into . . .

LASTABILITY 50%
. . . but there's some depth.

OVERALL 46%

An irrita[illegible]g convulted sports sim which only a basketball fanatic could love.

WANT TO JOIN THE ZZAP! TEAM?

Yep, ZZAP!'s looking for a new Staff Writer and it could be you.Enjoying playing games is obviously part of the job, but being able to complete NEW ZEALAND STORY with your first go is no use to us unless you can also write about the game in a clear, informative and entertaining way. If you enjoy messing about with words as much as games you'll be ideal. Besides writing the long intros to games, plus your comments, you must also be prepared to come up with amusing competition pieces, news stories and features up to 3000 words long. If you think you're a good writer who can work under pressure, often to tight deadlines, and still help out around the office, get in touch.

To be considered, you must be over 16 years of age — preferably over 18. We'd also like a full CV detailing your age, qualifications, work experience, interests and anything else you think is relevant. Two referees, perhaps a teacher or a previous employer, would be useful as well. And most important, we'd like you to send us an example of your writing — ideally a ZZAP!-style review of a game of your choice. The review must include an unbiased intro, outlining the game's scenario and basic structure, and a comment.

Please send your application as soon as possible to Stuart Wynne, ZZAP! 64/Amiga, PO BOX 10, Ludlow, Shropshire, SY8 1DB. All applications will be acknowledged on receipt, and some candidates will be contacted later for expenses-paid interviews.

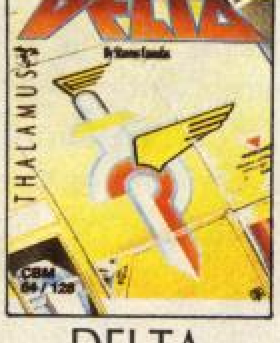
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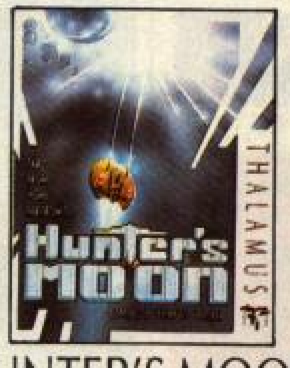
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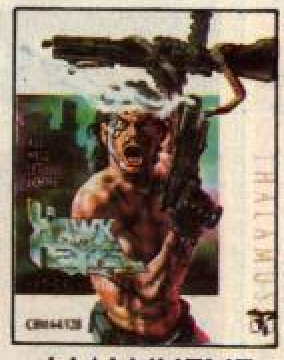
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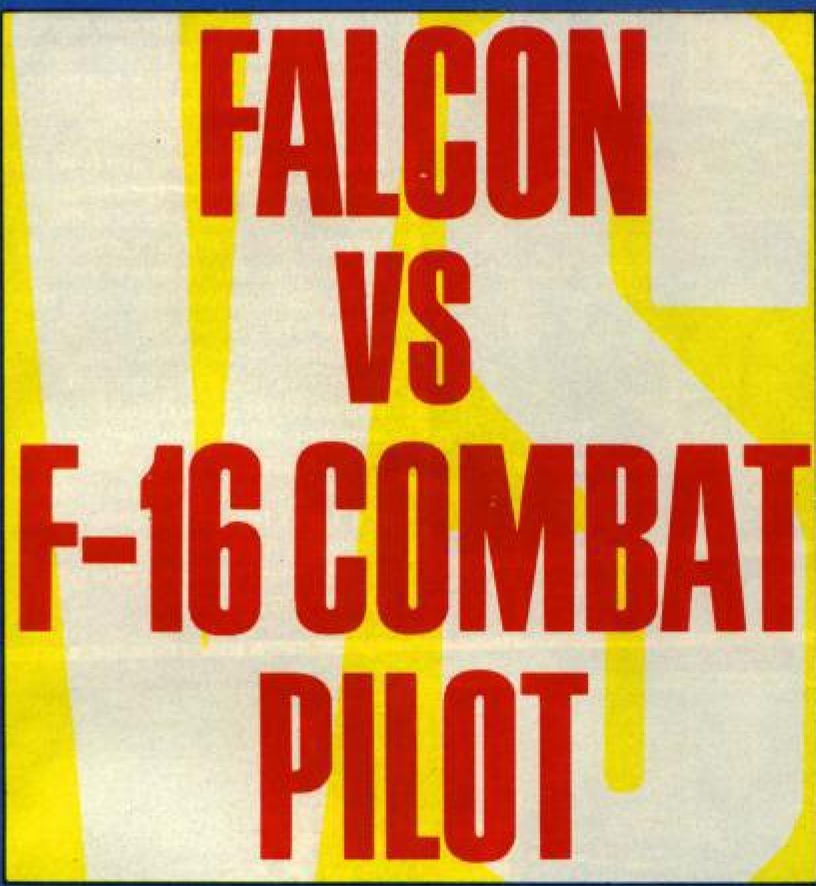
ARMALYTE

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FALCON VS F-16 COMBAT PILOT



Falcon: Spectrum Holobyte/Mirrorsoft £24.99
Mission Disk One: Spectrum Holobyte/Mirrorsoft £19.99
F-16 Combat Pilot: Digital Integration £24.95

The General Dynamic F-16 Fighting Falcon is probably the closest thing to Luke Skywalker's X-Wing yet built. A small, low-cost fighter it consists of an advanced air frame wrapped around a powerful jet engine with a bubble-like cockpit perched on top. Relatively simple to fly and maintain it's the world's premier small fighter.

The first F-16 flight sim was Spectrum Holobyte's Falcon **which somehow zoomed to the top of Amiga charts without a ZZAP! review. Almost a year later Mission Disk One has been released, radically improving the basic game just in time to fight off Digital Integration's long-awaited** F-16 Combat Pilot**.**

UK programmers DI have a reputation to match Spectrum Holobyte's, but can they beat the Yanks on a sim of a US jet?





▲ The war doesn't stop at dusk in *F-16 Combat Pilot*.

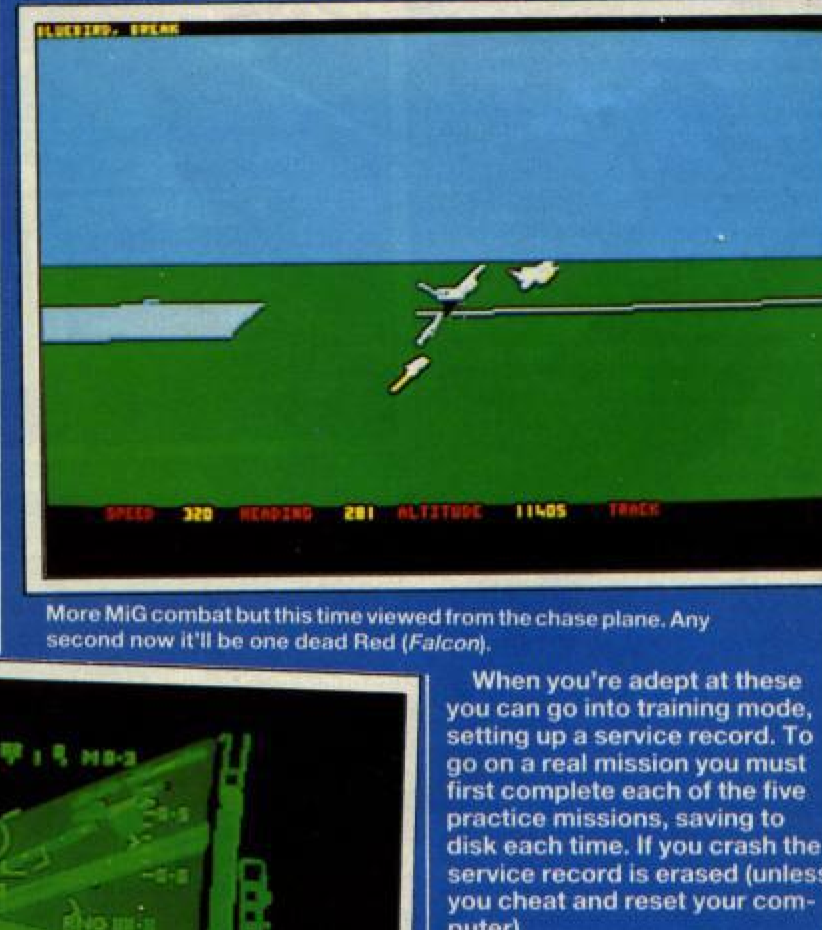
TALONS OUT!

Popular with many European air forces, as well as forming a major part of the USAF's strike force in Europe, it's only appropriate that both sim's set themselves in Central Europe. Neither bother with actual town names, and the enemy is unnamed despite using Soviet MiGs . . . maybe Albania has declared war!

Falcon's scenario pits one air base against a multitude of targets spread across a relatively small map area. You can choose any of 12 missions to fly against targets such as bridges, factories, runways, tanks and MiG-21 fighters. The Mission Disk adds tanks, landing craft, trains, ammunition dumps, MiG-29s and twelve more missions. Five skill levels range from 'bounce-off-the-ground' up to Colonel level, where the F-16 is a much more fragile beast. In addition you can choose how many MiGs can be up in the air at any one time, up to a maximum of three.

A new feature offered by the Mission Disk is the interlinking of the missions to offer an overall mission. Unlike in the original, where the game effectively restarts once you land (apart from saving any medals to a service record), here if you blow up a factory it stays destroyed for several missions. Your ultimate objective is to wipe out the enemy's industrial and attack capabilities, while protecting your base from invasion. This is a big improvement, but you can still change your skill level every time you land, as cheats will be glad to know.

In DI's offering the pilot is assumed to be already competent with flight simulators as even the practice modes can prove very unforgiving. Besides landing and free-flight practice, you can also practice five different missions: Scramble – intercept MiGs, Hammerblow – destroy enemy's air capability, Deepstrike – strike supply and support, Tankbuster – says it all and Watchtower – deep reconnaissance.



More MiG combat but this time viewed from the chase plane. Any second now it'll be one dead Red (*Falcon*).

When you're adept at these you can go into training mode, setting up a service record. To go on a real mission you must first complete each of the five practice missions, saving to disk each time. If you crash the service record is erased (unless you cheat and reset your computer).

Complete your training and you can select Operation Conquest. Here you take the role of a wartime Squadron Leader and, besides flying your own aircraft, can send four other F-16s on combat missions. Unlike Falcon you don't select mission types by clicking on their names, rather you plan your mission against a target of your choos- ▶

ZZAP! Test



▲ *F-16 Combat Pilot* may not be as visually impressive as *Falcon* but it's got a lot more depth.



▲ About to fire a Sidewinder up the tail-pipe of a MiG-29 Fulcrum (*Falcon*).

ing via a map screen. This is a lot more realistic and adds a sizeable strategic element.

As in Falcon you can reduce the number of enemy vehicles sent against you by blowing up factories, but there's a lot more factories here so you can't stop tank attacks just by destroying one building, as you can in Falcon. Combat Pilot's map is generally a lot bigger – you'll need to refuel just to travel the length of it. The knock-on effect is superbly done as well, if your SAM (Surface-to-air missiles) sites are knocked out enemy MiGs become more of a problem.

CHOCKS AWAY

Right, enough of this chat. Let's get up there in the wild, blue yonder. Falcon pilots will be able to take off a lot easier and quicker – a pilot can lift off within a handful of seconds. On the lower levels the F-16 is extremely hard to stall and the engine is super-rated allowing for extremely rapid (and ridiculously short) takeoffs. On Colonel level things are very much harder – taking off with a heavy load here takes ages, controls become realistically sluggish and there's red outs as well as black outs.

Frame update is very smooth indeed with good control response and feel. Graphic presentation is generally first class; one of the most impressive parts of Falcon is the external view option. A chase plane can follow the F-16 as it makes attack runs, dogfights with MiGs and dodges missiles. Not all that good for landing the plane, but great for wowing your friends. Then there's the satellite view as well (complete with zoom function).

Sadly, the visual scanning range is incorrectly defined - telegraph poles, roads and the like can all be seen at heights of 80,000 up, in reality this wouldn't be possible.

F-16 Combat Pilot is a much different kettle of fish. While you can look behind you, or to the right or left, there are no external views in Combat Pilot and graphics are simpler. But there is the LANTIRN system for use in the dark, which amplifies light to provide an eery green area of vision (there's no night flying in Falcon). The principal appeal of the game however, is the depth of play. On your first flight the runway will seem way too short, the flight controls too sluggish and only one life obviously insufficient. DI fans will accept this, claiming it's more realistic (and you can't really argue with that).

In combat Falcon again scores in presentation – the MiGs are awesome, while ground attacks are met with a stereo roar of a missile launch and flight (even if the missiles are a little slow) and colourful explosions. Another strong point is the intelligence of the MiGs. MiG-21s aren't *too* much of a problem on the higher levels, provided you intercept them at a distance and know their limitations. But all your hard earned tactical experience is thrown out the window when you tackle MiG-29s. Not only are they incredibly adept at close quarter manoeuvres but also extremely accurate with cannon fire.

Combat Pilot ground attacks are met with a dull roar and speedily accelerating missiles. Cannon fire is precise, unlike Falcon. Randomly placed pylons, trees and bushes missing from Falcon appear here to good effect. Flying over enemy installations with flak bursting all around is pretty hair raising (much more so than in Falcon) even if installations are few and far between. Variety is present within the multitude of different targets but they don't look quite as good as those in Falcon.

Another dubious point is the game's realism when it comes to surface-to-air missiles. If you're detected by radar then you're in for a hard fight as the missiles that follow very rarely miss. If you can see a missile coming you're effectively dead, it's THAT tough! Air-to-air missiles are no less tough, making it extremely hard for you get close to a MiG.

CONCLUSION

Falcon's principal strengths are superb graphic presentation and large number of skill levels. You really do believe you're there fighting for your life, and the rookie level means even arcade fans can have fun. The Mission Disk not only adds more opponents, but a vital overall task which you can keep saving and loading over a couple of weeks. On the debit side this boosts the overall price of Falcon to £45.

At £25 Combat Pilot lacks graphic polish, but makes up for it with a depth of play to rival Elite. Before you can even get into real combat, there's the five training missions to complete. Then there's the strategy of not only planning your own missions, complete with electronic waypoints to keep you on course, but planning the missions of four other F-16s. The size of the map, and your enemy's capabilities are formidable and if you complete it your rank goes up and the enemy attack again. There's also a head-to-head air combat facility if you've two Amigas to link together. Flight sim fans will love this game, but others might find it a bit tough to begin with.

Both programs are undoubtably very worthy Sizzlers. As for the Mission Disk it provides a significant addition to the basic game which fans of the original mission can't miss. A Sizzler too in fact, albeit overpriced.

ZZAP! TEST

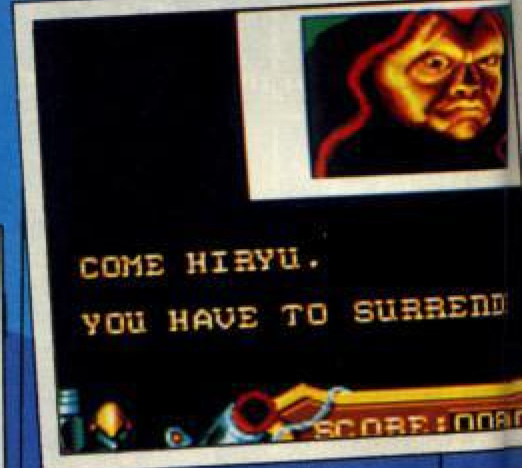
STRIDER

US Gold, Amiga £19.95

●One small step for man, one giant stride forward for US Gold

It's 2048 and an evil Red Lord has come to power in Eurasia, the massive European and Asian landmass. Only one man can defeat him, Strider Hiryu, a super-fit athlete who uses a blindingly fast laser-sword instead of a gun.

Strider starts his mission by hang-gliding into Red Square,



▲ The evil lord with another inter-level taunt.



▲ The ferocious hammer-and-sickle monster zooms around the perimeter of the playing area.



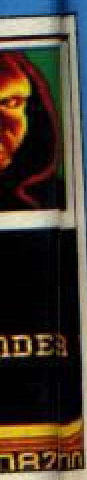
Strider is one game that could never be arcade perfect, not even on the Amiga, but amazingly Tiertex have produced a game which captures the overall feel of the coin-op to a quite startling degree. The graphics are extremely impressive, and most of the arcade enemies are here, giving an astounding variety to both graphics and gameplay. But despite the quality of the presentation, gameplay is not at all sluggish with combat fast and thrilling rather than slow and boring. I must confess to being one of the few people unimpressed by **Forgotten Worlds**, but with this one there's no doubting US Gold have got it right. Even if you're not usually an arcade fan, check this one out – the SF backgrounds and scenario add more atmosphere to this game than a couple of dozen of your more usual, fantasy coin-ops. All in all, an utterly essential purchase.



▲ Strider takes on a huge, stomping Tyrannosaurus Rex.



▲ The incredibly athletic hero cartwheels through the air.



Moscow. No sooner than he lands than laser spitting robot insects and Soviet troops are rushing to attack. Some of the flying insects leave containers behind when destroyed, split one open with your laser-sword and a robot will orbit around you; press fire and it throws out a deadly steel ring.

Cut your way through enemy laser cannons, yet more troops and a laser generator to burst into the Supreme Soviet conference room. Kill one man here and all the rest swarm together to form a sickle-headed monster which rapidly crawls around the room after your blood.

Strider starts off with three lives, and three units of energy, but there's a strict time limit to hurry you up. If you complete a level, pictures flash up with your enemies taunting you and the evil lord himself cackles 'You dare fight me?!'. Level two takes place on the icy Russian steppes with plenty of wolves eager to sink their fangs into you. Then there's a massive robot gorilla, a power station packed with walking laser cannons, a minefield and helicopters carrying vicious ballerinas.

The next level thankfully takes place in much warmer climes: a jungle populated by boomerang throwing Amazon women, flying piranha and massive dinosaurs. Defeat the Red Lord's forces here and he sends the battleship Ballog against you. This huge warship is weighed down with masses of gun turrets, troops, walkers and lots more beside. But even if you polish this off the Red Lord isn't finished, he has creatures from the third moon to defend him in futuristic fortress. With all the powers of science and military arts behind him, would you dare pit your supreme athleticism and sweeping sword against The Master?



▲ Hanging on in there.



My God this is absolutely fantastic! You can't fail to be impressed by the outstanding coin-op and upon hearing that it was going to be converted my first (printable) words were 'No way!'. I now eat my words with immense satisfaction as Tiertex produce an *incredibly* close conversion. The freedom of movement is what the coin-op is all about and this comes across perfectly – the dexterity of the Strider leaves you breathless as he leaps and slides through five of the most graphically impressive levels you're likely to see for some time. Other than the odd graphic omission from the coin-op I simply cannot find fault in **Strider**. Tiertex have achieved the impossible, converting the monster coin-op *and* making it the best platform game to date.



Strider is simply one of the most playable games I've played. It simply oozes class with its wonderful front end, intermission screens, superbly crisp samples and a superlative level of gameplay. The graphics throughout are great, not quite up to **Xenon 2** standard but then these have to scroll in all directions, not just vertically. What's more, you really do believe in the character, the scenario having a great sense of purpose to it with a wonderful atmosphere as a result. Easily the best US Gold game so far and just £20, amazing!

64

C64 version reviewed next month hopefully.

update

PRESENTATION 91%
Standard Capcom packaging with a fair-sized poster, plus excellent inter-level scenario screens.

GRAPHICS 96%
The sheer imagination of the coin-op's backgrounds and enemies has been amazingly well replicated.

SOUND 94%
Rousing main tune which varies according to the action. Good FX.

HOOKABILITY 97%
The desire to see yet more of this arcade spectacular is amazingly compelling.

LASTABILITY 95%
It's not *that* hard to complete, but it's so much fun to play you'll want to come back and the action does wraparound.

OVERALL 96%

A brilliant coin-op conversion crammed full of arcade playability.

Sleeping Gods Lie

Empire, Amiga £24.95

Tessera is a world abandoned by its creator gods to a harsh fate; as famine and plague ravage its people the tyrannical Archmage rules with an iron fist. But you're no insane hero, pitting your puny resources against his legions of henchmen, you're keeping your head down.

Then there's the knocking at the door, at first you fear the Archmage's troops but once you open it you find a fatally wounded Kobbold – a race of creatures that used to deal with the gods. In the few minutes left of his life he whispers a few, laboured words. The Kobbolds have been trying to wake a sleeping god – N'Gnir – but their attempt to find the necessary device has left many of them dead. The Kobbold passes you this device, an intricate bracelet, and his fever. To wake a god – now that is a quest you wouldn't shirk, would you?

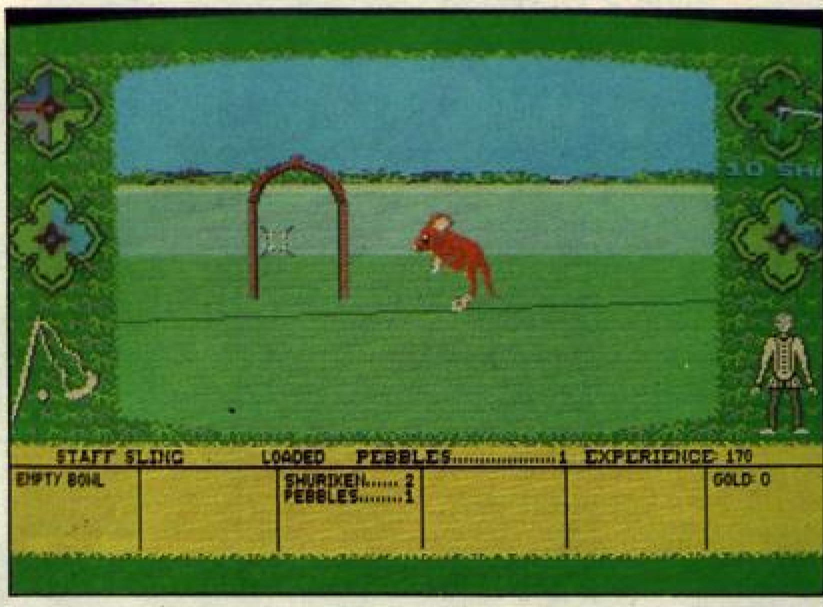
Tessera is divided into eight Kingdoms, each made up of up to six landscapes. As you search for the sleeper you must work out how to move between landscapes and Kingdoms – and once you move to the next Kingdom you can't return. The Kingdoms range from the lakelands of Delanda (beware the ferryman) to the capital city of Morav to the deserts of Sunderabad.

Your perspective of the game is first-person, allowing you to freely explore this 3-D mappable landscape. Objects are picked up by simply walking over them, enemies killed by firing objects at them (weapons include a slingshot and even lightning). You need no other actions to solve the game.

Thankfully for such a massive game there's a good save facility, allowing you make numerous save files.



Normally this type of deep and involved adventure game is just my cup of tea, especially if it's in a 3-D world vein. **Sleeping Gods Lie** though is an odd game. The puzzles are in there just waiting to be found and the game has considerable depth but to its detriment there's a heck of a lot of wandering around vast, barren terrain as well. The slow moving pace put me off initially but once I got down to some serious mapping it became quite a compelling adventure romp. The accompanying sound effects are surprisingly poor but the title screen music has a certain charm. Sprite expansion is well implemented but I found the character animation and movement occasionally a bit messy to look at. In short, a little long-winded but enjoyable all the same.



► Some nice creatures but the landscapes are pretty barren.



Well over a year in the writing, **Sleeping Gods Lie** boasts an immediately impressive graphic style, seeming to offer huge landscapes, lots of creatures and smooth movement. It's a pity getting too close to the sprites show their blocky construction but at distance they're fine. What is more dubious is the uneasy mix of arcade and adventure elements. Constant attack from well-armed enemies is initially exciting, but soon proves a bit irritating with so much else to see and do. The limitation of interaction to just shooting and picking up objects is also disappointing. Still, if you've the time and patience for such a big challenge **Sleeping Gods Lie** could be just the offbeat kind of hit you want. Less committed adventurers however, are probably best advised to try before buying.

64

There are no plans for a C64 version as yet.

update

PRESENTATION 83%
Free poster, a good save option and an amusingly written game intro.

GRAPHICS 76%
A unique graphic style provides an excellent sense of atmosphere.

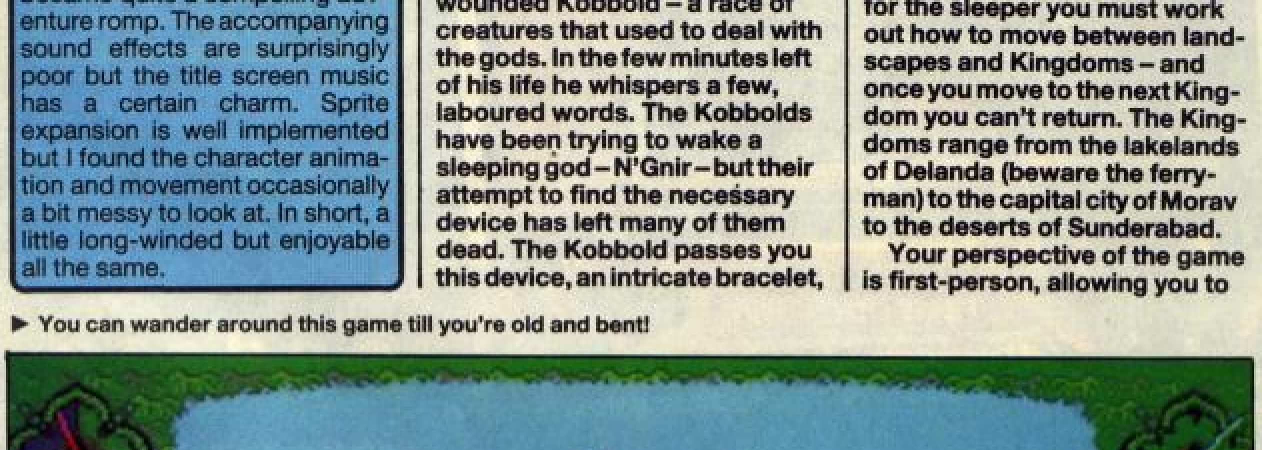
SOUND 38%
Spot FX are limited to little more than objects being thrown and the cry of a defeated enemy.

HOOKABILITY 70%
Immediately attractive, but it takes a while to find and solve your first puzzles.

LASTABILITY 82%
94 different landscapes with few clues to the Sleeper's location add up to a lengthy quest.

OVERALL 75%
An intriguing and atmospheric adventure.

► You can wander around this game till you're old and bent!



The PREVIEWS

Brought to you by the mystery Max Boyce fan

MYTH (System 3)

You've read about *Tusker* this issue, now take a look at what's coming next from the Pinner boys.

Based around the another classic subject of ancient mythology, *Myth* sees Bob Stevenson and Peter Baron (authors of *Io* and *Salamander*) come together for hack-and-slay platform action of ages past.

The plot revolves around the eternal Good versus Evil fight with Dameron (the evil God) sending out his evil hordes to take over the world at different points in time. History will be dramatically changed if this happens so a modern day hero is sent for (complete with Levi 501's and Nikes) to take on the enemy.

A four-load game with three different levels per load *Myth* sees the hero fighting through the different ages of mythology (Norse, Egyptian, Viking, Greek) with superbly crafted enemies relevant to each period (including Thor, Odin, harpies, Lucifer himself, Achilles, chimeras and far too many more to list in this small space).

Rest assured that the playability of it all is so far looking extremely good with Bob providing a unique graphic style - (take a look at the screenshots to see what I mean). Watch out for the review of this stunning game next month!



▲ Fighting off a Hydra on the Greek level.





▲ Battling ever onward in the searing heat of hell.



▲ Activision's latest Sega coin-op conversion is this wicked looking C64 *Altered Beast*.



▲ Coming soon from Vivid Image (the team behind the *Last Ninja* games) is the weird arcade adventure, *Hammerfist*.

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